

**20. आवेदन में गलत सूचना प्रस्तुत करने व अनुचित साधनों की रोकथाम:**—आवेदकों को अपने ऑनलाईन आवेदन में समस्त सूचना सही-सही अंकित करनी चाहिए और परीक्षार्थियों को केन्द्राधीक्षक/अभिजागर/बोर्ड द्वारा नियुक्त अधिकारी अथवा कर्मचारी द्वारा दिये गये निर्देशों का अनिवार्यतः पालन करना चाहिए, ऐसा न करने अथवा परीक्षा केन्द्र पर किसी प्रकार का अनुचित व्यवहार करनेएवं परीक्षा में अनुचित साधनों का प्रयोग/उपभोग करने पर परीक्षार्थी के विरुद्ध बोर्ड/केन्द्राधीक्षक जो भी उचित समझे समस्त कार्यवाही कर सकता है तथा परीक्षार्थी के खिलाफ राजस्थान सार्वजनिक परीक्षा (अनुचित साधनों की रोकथाम) अधिनियम 1992 के अन्तर्गत एवं बोर्ड द्वारा निर्धारित "Punishment for insolent behavior/disorderly conduct/using or attempting unfair means during the course of examination" तथा "The Rajasthan Subordinate and Ministerial Service Selection Board Prevention of Unfair means in Board Examinations Regulations, 2016" के अनुसार कार्यवाही की जा सकती है। अभ्यर्थियों के सूचनार्थ निर्धारित दण्ड एवं कारणों की विस्तृत सूचना बोर्ड की वेबसाइट पर दी गई है।

**21. बेसिक कम्प्यूटर अनुदेशक एवं वरिष्ठ कम्प्यूटर अनुदेशक के पदों पर भर्ती हेतु परीक्षा की स्कीम एवं पाठ्यक्रम :-**

**Scheme and syllabus of competitive examination for the posts of Senior Computer Instructor:-**

The examination shall carry 200 marks. There will be two papers. Paper-I shall be of 100 marks and paper-II shall be of 100 marks.

#### **Paper -I**

1. The question paper will carry maximum 100 marks.
2. Duration of question paper will be 2.00 hours.
3. The question paper will carry 100 questions of multiple choices.
4. Paper shall include following subjects :-
  - (i) Art & Culture, History, Geography, General Science and Current Affairs of Rajasthan.
  - (ii) General Ability shall include following point :-
    - A. Logical Reasoning and Analytical Ability.
    - B. Decision Making and Problem Solving.
    - C. General Mental Ability.
    - D. Basic Numeracy - Numbers and their relations, orders of magnitude, etc. (Class X level)
    - E. Data Interpretation - Charts, Graphs, Tables, Data Sufficiency, etc. (Class X level)
5. Negative marking shall be applicable in the evaluation of answer. For every wrong answer **one third (1/3)** of the marks prescribed for that particular question shall be deducted.

**Explanation:** Wrong answer shall mean an incorrect answer out of multiple choices given for a question.

#### **Paper -II**

1. The question paper will carry maximum 100 marks.
2. Duration of question paper will be 2.00 hours.
3. The question paper will carry 100 questions of multiple choices.
4. Negative marking shall be applicable in the evaluation of answer. For every wrong answer **one third (1/3)** of the marks prescribed for that particular question shall be deducted.

**Explanation:** Wrong answer shall mean an incorrect answer out of multiple choices given for a question.

5. Paper shall include following subjects:-

- (i) Pedagogy
- (ii) **Mental Ability:** Decision making and Problem solving, Data Interpretation, Data Sufficiency, Logical Reasoning and Analytical Ability, Major developments in the field of Information Technology.
- (iii) **Fundamentals of Computer:** Number system, arithmetic operations, introduction to various categories of computer language, functional details of Input and Output devices.
- (iv) **Programming Fundamentals :** C, C++, Java, DotNet, Artificial Intelligence (AI), Machine learning, Python and Block Chain, programming, data types (Built in and user defined), Scope of variables, precedence of operators, control flow, functions, arrays pointers, structures and unions, enumerated data-types and file handling, command line arguments.
- (v) **Object Oriented Programming using C++ and JAVA:** Objects and classes. Inheritance, polymorphism, event and exceptions handling, files and streams.
- (vi) **Data structures and Algorithms:** Abstract data types, Arrays as data structures, linked list w/

- (x) **Operating Systems:** CPU scheduling, Deadlocks, Memory management, file systems, disk scheduling. Concept of Client server architecture in distributed environment and RPC. Process, threads and their synchronization.  
 Real Time OS: clock synchronization and task scheduling.  
 System initialization, booting and handling user accounts. Backup and restore, Bourne shell programming for Linux.
- (xi) **Database Management System:** E-R models, Relational algebra, calculus and databases, Integrity constraints, triggers, normalization, and indexing. Transaction processing, concurrency control and Relational Database Management System (RDBMS).
- (xii) **Software Engineering:** Phases of System Development Life Cycle. System modeling. Software requirement specifications and DFDs. Introduction to software testing, software project management.
- (xiii) **Data and computer networks:** Evolution of Networking, Data Communication terminologies, Transmission media, Network devices. TCP/IP & OSI/ISO reference models, functions of different layers, characteristics of physical media, multiplexing in physical layer, medium access protocols, introduction to 802.3, 802.4, 802.5, 802.11 LAN technologies, IP protocol including routing and congestion control, TCP and UDP, DNS.
- (xiv) **Network Security:** Groups, rings and fields in finite space, Euler and Fermat's theorem, primality testing, security services and mechanisms, symmetric and asymmetric encryption including DES, AES, IDEA, RSA algorithms, key management in symmetric and asymmetric encryption, message authentication and hashing, email security, viruses and trusted systems, Networking (LAN&WAN), Security, Ethical Hacking.
- (xv) **Basics of communication:** Channel capacity, attenuation, communication impairments, propagation of EM waves through free space (excluding free space models). PCM and delta modulation, WDM, brief introduction to GSM and CDMA based communication systems.
- (xvi) **Web Development:** HTML/DHTML, Web Page Authoring Using HTML, Document Object Model Concept and Importance of Document Object Model, Dynamic HTML document and Document Object Model. Introduction to Cascading Style Sheet (CSS), Extensible Markup Language (XML), Basic of PHP and Java Script.

**Scheme and syllabus of competitive examination for the posts of Basic Computer Instructor:-**

The examination shall carry 200 marks. There will be two papers. Paper-I shall be of 100 marks and paper-II shall be of 100 marks.

**Paper -I**

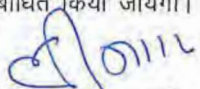
1. The question paper will carry maximum 100 marks.
2. Duration of question paper will be 2.00 hours.
3. The question paper will carry 100 questions of multiple choices.
4. Paper shall include following subjects:-
  - (i) Art & Culture, History, Geography, General Science and Current Affairs of Rajasthan.
  - (ii) General Ability shall include following point :-
    - A. Logical Reasoning and Analytical Ability.
    - B. Decision Making and Problem Solving.
    - C. General Mental Ability.
    - D. Basic Numeracy - Numbers and their relations, orders of magnitude, etc. **(Class X level)**
    - E. Data Interpretation - Charts, Graphs, Tables, Data Sufficiency, etc. **(Class X level)**
5. Negative marking shall be applicable in the evaluation of answer. For every wrong answer **one third (1/3)** of the marks prescribed for that particular question shall be deducted.

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5. Paper shall include following subjects:-

- (i) Pedagogy
- (ii) **Mental Ability:** Decision making and Problem solving, Data Interpretation, Data Sufficiency, Logical Reasoning and Analytical Ability, Major developments in the field of Information Technology.
- (iii) **Fundamentals of Computer:** Overview of the Computer System including input-output devices, pointing devices, and scanner. Representation of Data (Digital versus Analog, Number System - Decimal, Binary & Hexadecimal), Introduction to Data Processing, Concepts of files and its types.
- (iv) **Data Processing:** Word Processing (MS-Word), Spread Sheet Software (MS Excel), Presentation Software (MS Power Point), DBMS Software (MS-Access).
- (v) **Programming Fundamentals:** Introduction to C, C++, Java, DotNet, Artificial Intelligence (AI), Machine learning, Python and Block Chain, Principles and Programming Techniques, Introduction of Object Oriented Programming (OOPs) concepts, Introduction to "Integrated Development Environment" and its advantages.
- (vi) **Data structures and Algorithms:** Algorithms for Problem Solving, Abstract data types, Arrays as data structures, linked list v/s array for storage, stack and stack operations, queues, binary trees, binary search trees, graphs and their representations, sorting and searching, symbol table. Data structure using c & c++.
- (vii) **Computer Organization and Operation System:** Basic Structure of Computers, Computer Arithmetic Operations, Central Processing Unit and Instructions, Memory Organization, I/O Organization, Operating Systems Overview, Process Management, Finding and processing files.
- (viii) **Communication and Network Concepts:** Introduction to Computer Networks, Introduction: Networks layers/Models, Networking Devices, Fundamentals of Mobile Communication.
- (ix) **Network Security:** Protecting Computer Systems from viruses & malicious attacks, Introduction to Firewalls and its utility, Backup & Restoring data, Networking (LAN & WAN), Security, **Ethical Hacking.**
- (x) **Database Management System:** An Overview of the Database Management, Architecture of Database System, Relational Database Management System (RDBMS), Database Design, Manipulating Data, NoSQL Database Technologies, Selecting Right Database.
- (xi) **System Analysis and Design:** Introduction, Requirement Gathering and Feasibility Analysis, Structured Analysis, Structured Design, Object-Oriented Modelling Using UML, Testing, System Implementation and Maintenance, Other Software Development Approaches.
- (xii) **Internet of things and its application :** Introduction of Internet Technology and Protocol, LAN, MAN, WAN, Search Services/Engines, Introduction to online & offline messaging, World Wide Web Browsers, Web publishing, Basic knowledge HTML, XML and Scripts, Creation & maintenance of Websites, HTML interactivity Tools, Multimedia and Graphics, Voice Mail and Video Conferencing, Introduction to e-Commerce.

22. **बोर्ड की वेबसाइट:**—अभ्यर्थी बोर्ड की वेबसाइट [www.rsmssb.rajasthan.gov.in](http://www.rsmssb.rajasthan.gov.in) पर उपलब्ध सूचना से भी जानकारी प्राप्त कर सकते हैं। इसके अतिरिक्त किसी भी प्रकार के मार्ग निर्देशन/सूचना/स्पष्टीकरण राजस्थान कर्मचारी चयन बोर्ड, जयपुर के परिसर में स्थित स्वागत कक्ष पर व्यक्तिगत रूप से अथवा दूरभाष नम्बर 0141-2722520 पर सम्पर्क किया जा सकता है। समस्त पत्र व्यवहार सचिव, राजस्थान कर्मचारी चयन बोर्ड, राज्य कृषि प्रबंध संस्थान परिसर दुर्गापुरा, जयपुर-302018 को सम्बोधित किया जायेगा।

  
(हरि प्रसाद शर्मा)  
अध्यक्ष