

**लोक सेवा आयोग**  
नेपाल विविध सेवा, राजपत्राङ्कित तृतीय श्रेणी, कम्प्युटर अधिकृत पदको खुला प्रतियोगितात्मक परीक्षाको  
पाठ्यक्रम

यस पाठ्यक्रम योजनालाई दुई चरणमा विभाजन गरिएको छ :

प्रथम चरण :-	लिखित परीक्षा (Written Examination)	पूर्णाङ्क :- २००
द्वितीय चरण :-	(क) प्रयोगात्मक परीक्षा (Practical Test)	पूर्णाङ्क :- ५०
	(ख) सामूहिक परीक्षण (Group Test)	पूर्णाङ्क :- १०
	(ग) अन्तर्वार्ता (Interview)	पूर्णाङ्क :- ३०

**परीक्षा योजना (Examination Scheme)**

**प्रथम चरण : लिखित परीक्षा(Written Examination)**

**पूर्णाङ्क :- २००**

पत्र	विषय	खण्ड	पूर्णाङ्क	उत्तीर्णाङ्क	परीक्षा प्रणाली		प्रश्नसंख्या × अङ्क	समय
प्रथम	General Subject	Part I: General Awareness & General Reasoning Test	१००	४०	वस्तुगत (Objective)	बहुवैकल्पिक प्रश्न (MCQs)	५० प्रश्न × १ अङ्क	१ घण्टा ३० मिनेट
		Part II: General Technical Subject					५० प्रश्न × १ अङ्क	
द्वितीय	Technical Subject		१००	४०	विषयगत (Subjective)	छोटो उत्तर लामो उत्तर	१० प्रश्न × १० अङ्क	३ घण्टा

**द्वितीय चरण : प्रयोगात्मक परीक्षा, सामूहिक परीक्षण र अन्तर्वार्ता**

**पूर्णाङ्क :- ९०**

पत्र / विषय	पूर्णाङ्क	उत्तीर्णाङ्क	परीक्षा प्रणाली	समय
प्रयोगात्मक परीक्षा (Practical Test)	५०	२५	प्रयोगात्मक (Practical) (५ प्रश्न × १० अङ्क)	१ घण्टा ३० मिनेट
सामूहिक परीक्षण (Group Test)	१०		सामूहिक छलफल (Group Discussion)	३० मिनेट
अन्तर्वार्ता (Interview)	३०		बोर्ड अन्तर्वार्ता (Board Interview)	-

**द्रष्टव्य :**

- लिखित परीक्षाको माध्यम भाषा नेपाली वा अंग्रेजी अथवा नेपाली र अंग्रेजी दुवै हुनेछ ।
- प्रथमपत्र र द्वितीयपत्रको लिखित परीक्षा छुट्टाछुट्टै हुनेछ ।
- वस्तुगत बहुवैकल्पिक (Multiple Choice) प्रश्नहरूको गलत उत्तर दिएमा प्रत्येक गलत उत्तर बापत २० प्रतिशत अङ्क कट्टा गरिनेछ । तर उत्तर नदिएमा त्यस बापत अङ्क दिइने छैन र अङ्क कट्टा पनि गरिने छैन ।
- बहुवैकल्पिक प्रश्नहरू हुने परीक्षामा कुनै प्रकारको क्याल्कुलेटर (Calculator) प्रयोग गर्न पाइने छैन ।
- विषयगत प्रश्नहरूको हकमा तोकिएको अंको एउटा लामो प्रश्न वा एउटै प्रश्नका दुई वा दुई भन्दा बढी भाग (Two or more parts of a single question) वा एउटा प्रश्न अन्तर्गत दुई वा बढी टिप्पणीहरू (Short notes) सोध्न सकिने छ ।

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६. द्वितीय पत्रमा (विषयगत प्रश्न हुनेका हकमा) प्रत्येक खण्डका लागि छुट्टाछुट्टै उत्तरपुस्तिकाहरु हुनेछन् । परिक्षार्थीले प्रत्येक खण्डका प्रश्नहरुको उत्तर सोहीखण्डको उत्तरपुस्तिकामा लेख्नुपर्नेछ ।
७. यस पाठ्यक्रम योजना अन्तर्गतका पत्र/विषयका विषयवस्तुमा जेसुकै लेखिएको भए तापनि पाठ्यक्रममा परेका कानून, ऐन, नियम तथा नीतिहरु परीक्षाको मिति भन्दा ३ महिना अगाडि (संशोधन भएका वा संशोधन भई हटाईएका वा थप गरी संशोधन भई) कायम रहेकालाई यस पाठ्यक्रममा परेको सम्झनु पर्दछ ।
८. प्रथमचरणको परीक्षाबाट छनौट भएका उम्मेदवारहरुलाई मात्र द्वितीयचरणको परीक्षामा सम्मिलित गराइनेछ ।
९. प्रयोगात्मक परीक्षाका प्रश्नसंख्या निम्नानुसार हुनेछन् ।

प्रयोगात्मक परीक्षाको एकाई	प्रश्न संख्या
Operating Systems	1
Database Management System and Design	2
Programming Language	1
Networking	1

१०. प्रथम चरणको लिखित परीक्षा र द्वितीय चरणको प्रयोगात्मक परीक्षा, सामूहिक परीक्षण र अन्तर्वार्ताको कुल अङ्क योगका आधारमा प्रयोगात्मक परीक्षामा उत्तीर्ण हुने परिक्षार्थीहरुलाई मात्र योग्यताक्रम सूचीमा समावेश गरी अन्तिम परीक्षाफल प्रकाशित गरिनेछ ।
११. यस भन्दा अगाडि लागु भएका माथि उल्लेखित सेवा, समूहको पाठ्यक्रम खारेज गरिएको छ ।
१२. पाठ्यक्रम लागू मिति : - २०८०/०७/२०

**प्रथम पत्र (Paper I): General Subject**

**Part (I) : - General Awareness & General Ability Test (50 Marks)**

1. **General Awareness and Contemporary Issues** (25 ×1 Mark = 25 Marks)
  - 1.1 Physical, socio-cultural and economic geography and demography of Nepal
  - 1.2 Major natural resources of Nepal
  - 1.3 Geographical diversity, climatic conditions, and livelihood & lifestyle of people
  - 1.4 Notable events and personalities, social, cultural and economic conditions in modern history of Nepal
  - 1.5 Current periodical plan of Nepal
  - 1.6 Information on sustainable development, environment, pollution, climate change, biodiversity, science and technology
  - 1.7 Nepal's international affairs and general information on the UNO, SAARC & BIMSTEC
  - 1.8 The Constitution of Nepal (From Part 1 to 5 and Schedules)
  - 1.9 Governance system and Government (Federal, Provincial and Local)
  - 1.10 Provisions of civil service act and regulation relating to constitution of civil service, organisational structure, posts of service, fulfillment of vacancy and code of conduct
  - 1.11 Functional scope of public services
  - 1.12 Public Service Charter
  - 1.13 Concept, objective and importance of public policy
  - 1.14 Fundamentals of management : planning, organizing, directing, controlling, coordinating, decision making, motivation and leadership
  - 1.15 Government planning, budgeting and accounting system
  - 1.16 Major events and current affairs of national and international importance
2. **General Reasoning Test** (25 ×1 Mark = 25 Marks)
  - 2.1 **Logical Reasoning** (9×1 Mark = 9 Marks)

Verbal Ability, Alphanumeric Series, Reasoning Analogies, Classification, Coding-Decoding, Order & Ranking, Distance & Directions, Analytical and Logical Reasoning, Assertion and Reason, Statement and Conclusion, Input-Output, Venn- diagram
  - 2.2 **Numerical Reasoning** (8×1 Mark = 8 Marks)

Arithmetic Series, Analogy, Classification, Arithmetical Reasoning, Fraction. Percentage, Ratio, Average, Profit & Loss, Time & Work, Date & Calender, Data Sufficiency, Data Interpretation & Data Verification
  - 2.3 **Spatial Reasoning** (8×1 Mark = 8 Marks)

Figure Series, Figure Analogy, Figure Classification, Figure Matrix, Pattern Completion, Embedded Images, Image Formation & Analysis, Mirror and Water Images, Cubes and Dices, Paper Folding & Cutting

**Part (II) : - General Technical Subject (50 Marks)**

1. **Computer Fundamentals (10%)**
  - 1.1 Computers, Kinds of Computers in respect of size and function
  - 1.2 Generation of Computers
  - 1.3 Components and Architecture of Computers, Connecting the Components,
  - 1.4 **Getting started:** Orientation to personal computers, system unit, Starting the computers
  - 1.5 **Input Devices:** keyboard, mouse, other input devices
  - 1.6 **Processing:** CPU, Memory
  - 1.7 **Storages devices:** Overview of Storage Devices, Floppy Disk Drive, Hard Drive, Universal Serial Bus(USB) Devices and Other Storage Devices
  - 1.8 **Output devices:** Monitors, Printers, Modems, Soundboards
  - 1.9 **Dos survival guide:** Using Command Prompt, Creating and using AUTOEXEC.BAT and CONFIG.SYS
  - 1.10 **Windows survival guide:** Windows Desktop, Program Manager, Organizing the Desktop, File Manager
  - 1.11 **Application software:** Using Application Software
  - 1.12 Windows Explorer, E-mails, Internet, Intranet, Extranets, Ethernet, HTTP
  - 1.13 Computer Viruses, Antivirus
2. **Data Structure and Algorithms (8%)**
  - 2.1 Fundamental of Data Structures, Abstract Data types
  - 2.2 Lists, Linked Lists, Stacks
  - 2.3 Queues, Priority Queue
  - 2.4 **Trees:** Traversal, Implementations, Binary Trees, Binary Search Trees, Balanced Search Trees, AVL Trees
  - 2.5 Indexing Methods. Hashing Trees, Suffix Trees
  - 2.6 Worst-Case and Expected time Complexity
  - 2.7 Analysis of Simple Recursive and Nonrecursive Algorithms
  - 2.8 Searching, Merging and Sorting
  - 2.9 **Introductory Notions of algorithm design:** Divide-and-Conquer, Dynamic Programming, Greedy Methods, Backtracking
  - 2.10 **Graph algorithms:** Depth-first Search and Breadth-first Search, Shortest Path Problems, Minimum Spanning Trees, Directed Acyclic Graphs
3. **System Analysis and Design (10%)**
  - 3.1 Definition of the System, System Owner, System User, System Designers and system Builders, System Analysts, Variations on the System Analyst title, System life Cycle
  - 3.2 **Joint Application Development (JAD):** JAD definition, JAD purpose, JAD Philosophy, JAD Scope
  - 3.3 **Involved in a JAD:** Sponsor, Business Users, System Analyst
  - 3.4 **Roles of JAD Group Member:** Project Leader, Record Keeper, Time Keeper.
  - 3.5 **The System Design Environment:** Development Process, Management Process, System Structure, Basic Component of Computer based Information System, Personal/ Centralized/Distribution System
  - 3.6 **Concept formations:** Introduction, Finding the Problem, Evaluating the Proposal, Technical Feasibility, Operational Feasibility, Economic Feasibility.

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- 3.7 **Requirements analysis:** Representing System Analysis Model, Requirement Model, Design Model
- 3.8 **Development Process:** Design Method
- 3.9 **Entity Relationship Diagram (E-R Diagram):** Notations, Entities: Strong Entities, Weak Entities, Attributes: Simple and Composite, Single Valued and Multiple Valued, Null and Derived Attribute
- 3.10 **Relationship Sets:** Degree of Relationship and Cardinality Relationship, Specialization, Generalization, Aggregation
- 3.11 **Data Flow Diagrams (DFDs):** Introductions, Data flow Diagram, Symbol, Files or data store, External entities, Data flows,
- 3.12 **Describing System by Data Flow Diagram:** Context diagram, Top level DFD, Expansion Level DFD, Conversions of Data.
- 3.13 **Object Modeling:** Object -Oriented Concept, Object Structure, Object Feature, Class and Object
- 3.14 **Representation:** Association, Composition, Inheritance, Multiple Inheritances
- 3.15 **Modeling:** Use Case Diagram, State Diagram, Event Flow Diagram.
- 3.16 **Documentation:** Automatic and Manual System
  
- 4. **Operating Systems (10%)**
  - 4.1 Definition, Development and Functions of Operating Systems
  - 4.2 Basic components of the Operating Systems, Information Storage and Management Systems
  - 4.3 Disk Allocation and Scheduling Methods, Basic Memory Management strategies, Virtual Memory Management Techniques, Define a Process and features of the Process Management System
  - 4.4 Features of Process Scheduling; List the features of Inter-Process Communication and Deadlocks
  - 4.5 Concepts of Parallel and Distributed Processing, Identify Security Threats to Operating Systems
  - 4.6 Overview of the MS-DOS Operating System
  - 4.7 Introduction to the Windows Family of Products, Unix Family of Products, Linux Family of Products
  - 4.8 Introduction to Windows Networking
  - 4.9 Windows Architecture, Linux Architecture
  - 4.10 Troubleshooting Windows & Linux
  - 4.11 Managing Network Printing
  - 4.12 Managing Hard Disks and Partitions
  - 4.13 Monitoring and Troubleshooting Windows
  - 4.14 Users, Groups and Permission Linux and Windows
  
- 5. **Database Management System and Design (14%)**
  - 5.1 Introduction, A Database Model, Relational Database Model, Integrity, RDBMS
  - 5.2 SQL and Embedded SQL
  - 5.3 Writing Basic SQL SELECT Statements
  - 5.4 Restricting and Sorting data
  - 5.5 Single Row Functions
  - 5.6 Displaying Data from Multiple Tables
  - 5.7 Aggregation Data Using Group Functions
  - 5.8 Sub Queries, Manipulating Data and Creating & Managing Tables

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- 5.9 Creating Views and Controlling User Access
- 5.10 Using Set Operators, Datetime Function
- 5.11 **Database Design:** Logical Design, Conceptual Design, Mapping Conceptual to Logical, Pragmatic issues, Physical Design, Integrity and Correctness, Relational Algebra, Relational Calculus
- 5.12 Normalization: 1NF, 2NF, 3NF, BCNF, 4NF, 5NF, DKNF
- 5.13 **Architecture of DBMS:** Client-server, Open Architectures, Transaction Processing, Multi-User & Concurrency, and Backup & Recovery Database
- 5.14 **Basic Concept of major RDBMS products:** Oracle, Sybase, DB2, SQL Server and other Databases
  
- 6. Programming Language (8%)**
  - 6.1 Overview of Programming Language: History, Programming Paradigms, The role of Language translates in the Programming Process.
  - 6.2 Fundamental Issues in Language Design.
  - 6.3 Virtual Machines, Code Generation, Loop Optimization.
  - 6.4 Concept of Procedural Programming, Structural Programming, Object-Oriented Programming.
  - 6.5 Concept of C programming, C++ Programming,
  - 6.6 Java Programming for Declaration, Modularity and Storage Management Software Development
  
- 7. Networking (10%)**
  - 7.1 **Basic Network Theory:** Network Definition, Network Models, Connectivity, Network Addressing.
  - 7.2 **Network Connectivity:** Data Package, Establishing a Connection, Reliable Delivery, Network Connectivity, Noise Control, Building Codes, Connection Devices
  - 7.3 **Advanced Network Theory:** OSI model, Ethernet, Network Resources, Token ring, FDDI, Wireless Networking
  - 7.4 **Common Network Protocols:** Families of Protocols, NetBEUI, Bridge and Switches, TCP/IP Protocol, Building TCP/IP Network, TCP/IP Suite
  - 7.5 **TCP/IP Services:** Dynamic Host Configuration Protocol, DNS Name Resolution, NetBIOS support, SNMP, TCP/IP Utilities, FTP
  - 7.6 **Network LAN Infrastructure:** LAN Protocols on a Network, IP Routing, IP Routing Tables, Router Discovery Protocols, Data Movement in a Routed Network, Virtual LANs(VLANS)
  - 7.7 **Network WAN Infrastructure:** WAN Environment, Wan Transmission Technologies, Wan Connectivity Devices, Voice Over Data Services
  - 7.8 **Remote Networking:** Remote Networking, Remote Access protocols, VPN Technologies
  - 7.9 **Computer Security:** Computer Virus, Worm, Trojan Horse
  - 7.10 **Network Security:** Introduction, Virus Protection, Local Security, Network Access, Internet Security
  - 7.11 **Disaster Recovery:** Need for Disaster Recovery, Disaster Recovery plan, Data backup, Fault Tolerance
  - 7.12 **Advanced Data Storage Techniques:** Enterprise Data Storage, Clustering, Network Attached Storage, Storage Area Networks
  - 7.13 **Network Troubleshooting:** Using Systematic Approach to Troubleshooting.

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- 7.14 **Network Support Tools:** Utilities, Network Baseline
- 7.15 Network Access Points, Common Network Component, Common Peripheral Ports
- 8. Computer Architecture & Organization (4%)**
  - 8.1 Evaluation of Computers, Design Methodology, Set Architecture, MIPS ISA, ALU Design
  - 8.2 **Datapath Design:** Single and Multiple Cycle Implementations, Pipelining, Memory Hierarchy, Input/Output System: Bus & Role of Operating System
- 9. Compiler Design (2%)**
  - 9.1 Introduction to Compiling
  - 9.2 Logical Analysis, Syntax Analysis, Semantic Analysis
  - 9.3 Run Time environment
  - 9.4 Intermediate Code Generation, Code Optimization
  - 9.5 Compiler Generation Tools
- 10. E-Commerce Technology (4%)**
  - 10.1 Introduction to E-Commerce
  - 10.2 Electronic Commerce Strategies
  - 10.3 Electronic Commerce Security Issues
  - 10.4 Success Models of E-Governance
  - 10.5 **E-Business:** b2b, b2c, b2e, c2c, g2g, g2c
  - 10.6 Principles of Electronic Payment, Strategies & Systems
  - 10.7 E-marketing, Reverse Engineering
  - 10.8 E-Banking, EDI Methods, SWIFT
  - 10.9 Encryption and Decryption Methods, XML, Layout Managers, Event Model
- 11. MIS and Web Engineering (10%)**
  - 11.1 Information Systems, Client-Server Computing
  - 11.2 Information Systems and Decision Making.
  - 11.3 Database Design issues, Data Mining, Data Warehousing
  - 11.4 Knowledge Management, The strategic use of Information Technology.
  - 11.5 Work Process Redesign (Reengineering) with Information Technology, Enterprise Resources Planning Systems, Information Systems Security, Information Privacy, and Global Information Technology issues
  - 11.6 Software Supported Demonstrations including advanced Spreadsheet topics Software Component Based Systems (CBSE)
  - 11.7 Multimedia
  - 11.8 Object-Oriented Programming with COMS & DECOMS
  - 11.9 Group Decision Support Systems
  - 11.10 Basics of Website Design
- 12. IT in Nepal (10%)**
  - 12.1 History of IT in Nepal
  - 12.2 IT Policy of Nepal
  - 12.3 Electronic Transaction Act
  - 12.4 Copyright Act
  - 12.5 Uses of Computers and Software Development
  - 12.6 Nepali Unicode, Nepali Fonts
  - 12.3 Licensing Issues