

UNIT-III DEFENCE PLANNING

1. Concept of Defence Planning.
2. Systems analysis.
3. Cost effectiveness and selection of weapons and weapon system.

UNIT - IV DEFENCE PRODUCTION

1. Classification of defence requirements.
2. Role of ordnance factories, public and private sector undertaking.
3. Defence Research and Development Organization.

UNIT - V EFFECTS OF WAR ON ECONOMY

1. Inflation and Balance of Payments.
2. Science and Technology.
3. Mobilization of resources.

UNIT-VEFFECTS ON WAR ECONOMYINFLATION:

Inflation is the decline of purchasing power of a given currency over time. It is a measure of the rate of rising prices of goods and services in an economy. It can occur when prices rise due to increases in production costs, such as raw materials and wages.

BALANCE OF PAYMENTS:

The B.O.P are known as Balance of payments of a country is the difference between all money flowing into the country in a particular period of time and the outflow of money to the rest of the world.

SCIENCE & TECHNOLOGY:

Science & Technology is important for the war basis. Communication is an essential part of the security system.

- * Armaments
- * Aeronautics
- * Combat vehicles
- * Engineering
- * Missiles

- * materials
- * computer & simulation.

Prithvi, Trishul, Akash, Nag which are the Integrated guided missiles which are fully controlled and guided by computerized system, where the technology is embedded in this programme.

Agni Series are most intellectual work were embedded with missile chips which are connected to the centre which was guiding and controlling the motion of the missile to achieve the target.

Science and Technology are the main sources for the protection of National Security.

MOBILIZATION OF RESOURCES:

Mobilizing is the process of assembling and organizing things for ready use for a achieving a collective goal. The term mobilization of resources should be in the context. Mobilization of resources means the freeing up of locked resources. For a country to grow, identification and mobilization of its resource is necessary.