Syllabus(Computer Science)

Lesson 1

Anatomy of a Digital Computer

1.1 Introduction
1.2 Objectives
1.3 Functions and Components of a Computer
1.3.1 How the CPU and Memory work 1.4 Input devices
1.4.1 Keyboard
1.4.2 Magnetic Ink character Recognition (MICR)
1.4.3 Optical mark recognition (OMR)
1.4.4 Bar Code Reader
1.4.5 Digitigng Tablet
1.4.6 Scanners
1.4.7 Mouse
1.4.8 Light Pen
1.4.9 Speech input devices
1.5 Memory Unit
1.5.1 Capacity of Primary Memory
1.6 Secondary Storage
1.6.1 Magnetic Tape
1.6.2 Magnetic Disk
1.6.3 Floppy Disk
1.6.4 Optical Disk
1.7 Output Device
1.7.1 Display Screen
1.7.2 Printer
1.7.3 Plotter
1.7.4 Sound Cards & Speaker
1.7.5 3 D - Audio
1.8 What do you have learnt
1.9 Terminal Questions
1.10 Feedback to In –Text Question

Lesson - 2

Data Processing Concept

2.1 Introduction. 2.2 Objectives 2.3 Data
2.4 Processing 2.5 Information
2.6 Data Processing Activities
2.7 The Data Processing Cycle
2.8 Computer Processing Operation 2.9 Data Processing Systems
2.10 Data Organisation

Lesson – 3 Computer

Software

Lesson – 4

Operating System

Lesson – 5

Data Communication and Networking

1.1 Introduction
1.2 Objectives
1.3 Data Communication
1.4 Communication Protocol
1.5 Data Transmission Modes
1.6 Types of Communication Services
1.7 Communication Media Computer Network
1.8 Types of Networks Network Protocols
1.9 Network Architecture
1.10 Important terms used in Networking
1.11 What you have learn
1.12 Terminal Question
1.13 Feedback to In-Text Question
1.14
1.15

Lesson – 6

Fundamentals of Internet and Java Programming

Introduction
Objects
6.1 Internet – The History
6.2 Services of Internet – E-mail, FTP, Internet, WWW.
6.3 World Wide Web (WWW) Java and C++
6.4 Characteristic of Java
6.5 How to Java ignores after Java
6.6 Software Business after Java3
6.7 Java and the Internet
6.8 What you have learnt
6.9 Terminal Questions
6.10 Feedback
6.11
6.12

Lesson – 7

6.13 **Introduction to**

C++

1.1 Introduction
1.2 Objectives
1.3 C++ Character Set
1.4 Basic Data Types
1.4.1 Integer Type (int)
1.4.2 Floating Point type (float)
1.4.3 Character Type (char)
Tokens
Keyword
1.5 Identifiers
1.5.1 Literals
1.5.2 Punctuators
1.5.3
1.5.4

Lesson – 11

Array

Lesson 12

Structure, Type def & Enumerated Data Type

Lesson – 13

Classes & Objects with Constructors / Destructors

Lesson – 14

Inheritance Extending Classes

Lesson – 15

Pointer

Lesson 16

Files