

COMPUTER SCIENCE

Class : XI-XII



"... It is unworthy of excellent men to lose hours like slaves in the labour of calculation which could safely be regulated to anyone else if machines were used.." said Leibnitz in the beginning of seventeenth Century.



Farsighted vision, in-depth study accompanied by target-oriented effort of such torchbearers have ushered in an age of computers.



Be it Science or Engineering, medical world or launching Space Shuttles, Study of Universe or global communications, Research and Development of Edutainment – the core ingredient is computer.



Learning Objectives :

1. To understand the problem statement.
2. To develop logic for problem solving.
3. To understand the concept of Object Oriented Methodology.
4. To implement Object Oriented Programming using C++
5. To understand the concept of working with Relational Database.
6. To understand the basic concept of algebra of logic.
7. To understand and explore the world of communication and networks.

Competencies :

The student will be proficient in the following :

1. Identification of a Computer System.
2. Categorisation of parts of an objective system.
3. Problem Solving.
4. Designing an efficient logic using object oriented approach for solution development.
5. Database handling.
6. Logic Circuit designing.



CLASS-XI (THEORY)

Duration : 3 hours

Total Marks : 70

Unit No.	Unit Name	Marks
1.	Computer Fundamentals	06
2.	Programming Methodology	10
3.	Introduction to Programming in C++	44
4.	Computer System Organisation	10
		70

UNIT-1 : Computer Fundamentals

1. **Evolution of Computers; Basics of computer and its operation** : Functional Components and their inter-connections, concept of Booting, Use of Operating System for directory listing, hierarchial directory