## **Contents**

	UNIT A Fundamentals of Computers	Page No	30 Hrs
1	Overview of a Computer		
1.1	Introduction	1	
1.2	Functional Components of a computer (Working of each unit)	6	
1.3	Evolution Of Computers	8	
1.4	Generations Of Computers	12	
1.5	Classification Of Computers	16	8 Hrs
1.6	Applications Of Computers	23	
2	Input, Output and Memory devices		
2.1	Introduction to input deviceS	29	
2.1.1	The Keyboard	31	
2.1.2	The Mouse	32	
2.1.3	The Joystick	33	
2.1.4	The OMR, OCR, MICR	34	
2.2	Introduction to output devices	35	
2.2.1	The Monitors	35	
2.2.2	The Printers (Characteristics to be identified)	36	
2.2.3	The Speakers	39	
2.3	Introduction to Memory devices (concepts, units, etc.,)	40	
2.3.1	The Primary Memory	40	
2.3.2	The Secondary Memory	44	8Hrs
2.3.3	The Cache Memory	48	
3	Data Representation		
3.1	Introduction	51	
3.2	Non-Positional and Positional Number systems	53	
3.3	Positional Number Systems	53	
3.3.1	Decimal Number Systems	53	
3.3.2	Binary Number Systems	54	
3.3.3	Octal Number Systems	54	

-			
3.3.4	Hexadecimal Number systems	55	2 Hrs
3.4	Number System Conversions (All types)	55	4 Hrs
3.5	Representation Of Integers	62	
3.5.1	Sign and Magnitude representation	62	
3.5.2	One's Complement representation	63	
3.5.3	Two's Complement representation	63	1 Hr
3.6	Binary Arithmetic	64	
3.6.1	Addition and Subtraction	64	
3.6.2	Subtraction using 1's and 2's Complement	65	1 Hr
3.7	Computer Codes	67	1 Hr
3.7.1	Introduction to BCD, EBCDIC, ASCII, Excess-3	68	
4	Software Concepts		
4.1	Introduction	77	
4.2	Types Of Software (Application and System software)	78	
4.3	Introduction to Operating Systems	79	
4.4	Functions Of Operating Systems	83	
4.5	Types Of Operating Systems	84	5 Hrs
4.6	Functional features of commonly used operating systems	87	
5	UNIT B Problem Solving Methodology		15 Hrs
5.1	Introduction to Problem Solving	93	
5.2	Problem Definition	95	
5.3	Problem Analysis	95	1 Hr
5.4	Design Of a Solution	95	
5.4.1	Algorithms	95	
5.4.2	Flowcharts	102	8 Hrs
5.5	Development Of Programs (Coding, testing, debugging)	107	
5.5 5.6	Development Of Programs (Coding, testing, debugging)  Documentation and Maintenance	107 109	1 Hr
	Documentation and Maintenance Programming Constructs		
5.6 5.7	Documentation and Maintenance Programming Constructs (Sequence, Selection and Iteration)	109	1 Hr 2 Hrs
5.6	Documentation and Maintenance Programming Constructs (Sequence, Selection and Iteration) Characteristics Of a Good Program	109	
5.6 5.7 5.8 5.8.1	Documentation and Maintenance Programming Constructs (Sequence, Selection and Iteration) Characteristics Of a Good Program Types Of Errors	109 110	
5.6 5.7 5.8	Documentation and Maintenance Programming Constructs (Sequence, Selection and Iteration) Characteristics Of a Good Program Types Of Errors Approaches to Problem Solving	109 110 122	2 Hrs 1 Hr
5.6 5.7 5.8 5.8.1	Documentation and Maintenance Programming Constructs (Sequence, Selection and Iteration) Characteristics Of a Good Program Types Of Errors Approaches to Problem Solving (Top-down, Bottom-up, Modular, Structured)	109 110 122 124	2 Hrs 1 Hr 2 Hrs
5.6 5.7 5.8 5.8.1 5.9	Programming Constructs (Sequence, Selection and Iteration) Characteristics Of a Good Program Types Of Errors Approaches to Problem Solving (Top-down, Bottom-up, Modular, Structured) UNIT C Programming in C++	109 110 122 124	2 Hrs 1 Hr
5.6 5.7 5.8 5.8.1 5.9	Programming Constructs (Sequence, Selection and Iteration) Characteristics Of a Good Program Types Of Errors Approaches to Problem Solving (Top-down, Bottom-up, Modular, Structured) UNIT C Programming in C++ Object Oriented Concepts	109 110 122 124 124	2 Hrs 1 Hr 2 Hrs
5.6 5.7 5.8 5.8.1 5.9	Programming Constructs (Sequence, Selection and Iteration) Characteristics Of a Good Program Types Of Errors Approaches to Problem Solving (Top-down, Bottom-up, Modular, Structured) UNIT C Programming in C++	109 110 122 124	2 Hrs 1 Hr 2 Hrs

6.1.2       Structured programming       135         6.1.3       Object Oriented programming       136         6.2       Basic concepts of OOP       137         6.2.1       Classes and Objects       137         6.2.2       Data Abstraction       138         6.2.3       Data Encapsulation       138         6.2.4       Inheritance       138         6.2.5       Polymorphism       139         6.3       Advantages and dis-advantages of OOP       142       2 Hrs         7       Introduction to C++       147         7.1       History       147       147         7.2       Characteristics of C++       148         7.4       Tokens       148         7.4.1       Keywords       150         7.4.2       Identifiers       149         7.4.3       Literals       159         7.4.4       Punctuators       154         7.5.5       Arithmetic operators       155         7.5.1       Arithmetic operators       158         7.5.2       Relational operators       156         7.5.3       Logical operators       156         7.5.5       Ternary operators       162				
6.1.3       Object Oriented programming       136         6.2       Basic concepts of OOP       137         6.2.1       Classes and Objects       137         6.2.2       Data Abstraction       138         6.2.3       Data Encapsulation       138         6.2.4       Inheritance       138         6.2.5       Polymorphism       139         6.3       Advantages and dis-advantages of OOP       142       2 Hrs         7       Introduction to C++       147         7.1       History       147         7.2       Characteristics of C++       147         7.3       C++ Character Set       148         7.4.1       Keywords       150         7.4.2       Identifiers       149         7.4.3       Literals       149         7.4.4.1       Feynoctuators       154         7.5.2       Relational operators       157         7.5.1       Arithmetic operators       158         7.5.2       Relational operators       158         7.5.3       Logical operators       156         7.5.5       Ternary operators       162         7.5.6       Shorthand operators       160 <td>6.1.1</td> <td>Procedural programming</td> <td>135</td> <td></td>	6.1.1	Procedural programming	135	
6.2.1       Basic concepts of OOP       137         6.2.1       Classes and Objects       137         6.2.2       Data Abstraction       138         6.2.3       Data Encapsulation       138         6.2.4       Inheritance       138         6.2.5       Polymorphism       139         6.3       Advantages and dis-advantages of OOP       142       2 Hrs         7       Introduction to C++       147         7.1       History       147       147         7.2       Characteristics of C++       147         7.3       C++ Character Set       148         7.4       Tokens       148         7.4.1       Keywords       150         7.4.2       Identifiers       149         7.4.3       Literals       149         7.4.4       Punctuators       154         7.5       Operators       155         7.5.1       Arithmetic operators       157         7.5.2       Relational operators       158         7.5.3       Logical operators       156         7.5.5       Ternary operators       156         7.5.5       Bitwise operators       162 <td< td=""><td>6.1.2</td><td>Structured programming</td><td>135</td><td></td></td<>	6.1.2	Structured programming	135	
6.2.1       Classes and Objects       137         6.2.2       Data Abstraction       138         6.2.3       Data Encapsulation       138         6.2.4       Inheritance       138         6.2.5       Polymorphism       139         6.3       Advantages and dis-advantages of OOP       142       2 Hrs         7       Introduction to C++       147         7.1       History       147         7.2       Characteristics of C++       147         7.3       C++ Character Set       148         7.4       Tokens       148         7.4.1       Keywords       150         7.4.2       Identifiers       149         7.4.3       Literals       154         7.4.4       Punctuators       154         7.5       Operators       155         7.5.1       Arithmetic operators       158         7.5.2       Relational operators       158         7.5.3       Logical operators       156         7.5.5       Ternary operators       162         7.5.6       Shorthand operators       162         7.5.7       Bitwise operators       162         7.5.9 <td< td=""><td>6.1.3</td><td>Object Oriented programming</td><td>136</td><td></td></td<>	6.1.3	Object Oriented programming	136	
6.2.2       Data Abstraction       138         6.2.3       Data Encapsulation       138         6.2.4       Inheritance       138         6.2.5       Polymorphism       139         6.3       Advantages and dis-advantages of OOP       142       2 Hrs         7       Introduction to C++       147         7.1       History       147         7.2       Characteristics of C++       147         7.3       C++ Character Set       148         7.4       Tokens       148         7.4.1       Keywords       150         7.4.2       Identifiers       149         7.4.3       Literals       154         7.4.4       Punctuators       154         7.5       Operators       155         7.5.1       Arithmetic operators       157         7.5.2       Relational operators       158         7.5.3       Logical operators       156         7.5.4       Unary operators       162         7.5.5       Ternary operators       162         7.5.6       Shorthand operators       162         7.5.9       Assignment operators       162         7.5.9	6.2	Basic concepts of OOP	137	
6.2.3       Data Encapsulation       138         6.2.4       Inheritance       138         6.2.5       Polymorphism       139         6.3       Advantages and dis-advantages of OOP       142       2 Hrs         7       Introduction to C++       147         7.1       History       147         7.2       Characteristics of C++       147         7.2       Character Set       148         7.4       Tokens       148         7.4       Tokens       148         7.4.1       Keywords       150         7.4.2       Identifiers       149         7.4.3       Literals       149         7.4.4       Punctuators       154         7.5       Operators       155         7.5.1       Arithmetic operators       157         7.5.2       Relational operators       158         7.5.3       Logical operators       156         7.5.4       Unary operators       162         7.5.5       Ternary operators       162         7.5.6       Shorthand operators       160         7.5.7       Bitwise operators       162         7.5.9       Assignment operator	6.2.1	Classes and Objects	137	
6.2.4       Inheritance       138         6.2.5       Polymorphism       139         6.3       Advantages and dis-advantages of OOP       142       2 Hrs         7       Introduction to C++       147         7.1       History       147         7.2       Characteristics of C++       147         7.3       C++ Character Set       148         7.4       Tokens       148         7.4.1       Keywords       150         7.4.2       Identifiers       149         7.4.3       Literals       150         7.4.4       Punctuators       154         7.5       Operators       155         7.5.1       Arithmetic operators       155         7.5.2       Relational operators       158         7.5.3       Logical operators       156         7.5.4       Unary operators       156         7.5.5       Ternary operators       162         7.5.6       Shorthand operators       162         7.5.7       Bitwise operators       162         7.5.9       Assignment operators       161         7.6       Precedence of operators       163         7.7 <t< td=""><td>6.2.2</td><td>Data Abstraction</td><td>138</td><td></td></t<>	6.2.2	Data Abstraction	138	
6.2.5       Polymorphism       139         6.3       Advantages and dis-advantages of OOP       142       2 Hrs         7       Introduction to C++       147         7.1       History       147         7.2       Characteristics of C++       147         7.3       C++ Character Set       148         7.4       Tokens       148         7.4.1       Keywords       150         7.4.2       Identifiers       149         7.4.3       Literals       154         7.5.1       Operators       155         7.5.2       Relational operators       157         7.5.3       Logical operators       158         7.5.4       Unary operators       156         7.5.5       Ternary operators       162         7.5.6       Shorthand operators       162         7.5.8       Special operators       162         7.5.9       Assignment operators       161         7.6       Precedence of operators       163         7.7       Type conversion (Implicit and Explicit)       165         7.8.1       Importance of iostream.h       170	6.2.3	Data Encapsulation	138	
Advantages and dis-advantages of OOP 142 2 Hrs  Introduction to C++  7.1 History 147  7.2 Characteristics of C++ 148  7.3 C++ Character Set 148  7.4.1 Tokens 148  7.4.2 Identifiers 149  7.4.3 Literals 155  7.4.4 Punctuators 155  7.5.1 Arithmetic operators 157  7.5.2 Relational operators 158  7.5.3 Logical operators 159  7.5.4 Unary operators 156  7.5.5 Ternary operators 162  7.5.6 Shorthand operators 162  7.5.7 Bitwise operators 162  7.5.8 Special operators 162  7.5.9 Assignment operators 163  7.7.0 Type conversion (Implicit and Explicit) 165  7.8.1 Importance of iostream.h 170	6.2.4	Inheritance	138	
7         Introduction to C++           7.1         History         147           7.2         Characteristics of C++         147           7.3         C++ Character Set         148           7.4         Tokens         148           7.4.1         Keywords         150           7.4.2         Identifiers         149           7.4.3         Literals         154           7.5         Operators         155           7.5.1         Arithmetic operators         157           7.5.2         Relational operators         158           7.5.3         Logical operators         158           7.5.4         Unary operators         156           7.5.5         Ternary operators         162           7.5.6         Shorthand operators         160           7.5.7         Bitwise operators         169           7.5.8         Special operators         161           7.6         Precedence of operators         163           7.7         Type conversion (Implicit and Explicit)         165           7.8.1         Importance of iostream.h         170	6.2.5	Polymorphism	139	
7.1 History 7.2 Characteristics of C++ 7.3 C++ Character Set 7.4 Tokens 7.4.1 Keywords 7.4.2 Identifiers 7.4.3 Literals 7.4.4 Punctuators 7.5 Operators 7.5.1 Arithmetic operators 7.5.2 Relational operators 7.5.3 Logical operators 7.5.4 Unary operators 7.5.5 Ternary operators 7.5.6 Shorthand operators 7.5.7 Bitwise operators 7.5.8 Special operators 7.5.9 Assignment operators 7.5.9 Assignment operators 7.5.9 Assignment operators 7.5.9 Precedence of operators 7.5.9 Type conversion (Implicit and Explicit) 7.8 Structure of a C++ program (with example) 7.8.1 Importance of iostream.h	6.3	Advantages and dis-advantages of OOP	142	2 Hrs
7.2       Characteristics of C++       147         7.3       C++ Character Set       148         7.4       Tokens       148         7.4.1       Keywords       150         7.4.2       Identifiers       149         7.4.3       Literals       154         7.5       Operators       155         7.5.1       Arithmetic operators       157         7.5.2       Relational operators       158         7.5.3       Logical operators       159         7.5.4       Unary operators       156         7.5.5       Ternary operators       162         7.5.6       Shorthand operators       160         7.5.7       Bitwise operators       162         7.5.9       Assignment operators       161         7.6       Precedence of operators       163         7.7       Type conversion (Implicit and Explicit)       165         7.8       Structure of a C++ program (with example)       167         7.8.1       Importance of iostream.h       170	7	Introduction to C++		
7.3       C++ Character Set       148         7.4       Tokens       148         7.4.1       Keywords       150         7.4.2       Identifiers       149         7.4.3       Literals       154         7.5.1       Punctuators       155         7.5.1       Arithmetic operators       157         7.5.2       Relational operators       158         7.5.3       Logical operators       159         7.5.4       Unary operators       156         7.5.5       Ternary operators       162         7.5.6       Shorthand operators       160         7.5.7       Bitwise operators       162         7.5.8       Special operators       162         7.5.9       Assignment operators       161         7.6       Precedence of operators       163         7.7       Type conversion (Implicit and Explicit)       165         7.8       Structure of a C++ program (with example)       167         7.8.1       Importance of iostream.h       170	7.1	History	147	
7.4.1       Tokens       148         7.4.2.1       Keywords       150         7.4.2.2       Identifiers       149         7.4.3       Literals       154         7.5.1       Operators       155         7.5.1       Arithmetic operators       157         7.5.2       Relational operators       158         7.5.3       Logical operators       159         7.5.4       Unary operators       156         7.5.5       Ternary operators       162         7.5.6       Shorthand operators       160         7.5.7       Bitwise operators       162         7.5.8       Special operators       162         7.5.9       Assignment operators       161         7.6       Precedence of operators       163         7.7       Type conversion (Implicit and Explicit)       165         7.8       Structure of a C++ program (with example)       167         7.8.1       Importance of iostream.h       170	7.2	Characteristics of C++	147	
7.4.1 Keywords 7.4.2 Identifiers 7.4.3 Literals 7.4.4 Punctuators 7.5 Operators 7.5.1 Arithmetic operators 7.5.2 Relational operators 7.5.3 Logical operators 7.5.4 Unary operators 7.5.5 Ternary operators 7.5.6 Shorthand operators 7.5.7 Bitwise operators 7.5.8 Special operators 7.5.9 Assignment operators 7.6 Precedence of operators 7.7 Type conversion (Implicit and Explicit) 7.8 Structure of a C++ program (with example) 7.5.1 Importance of iostream.h	7.3	C++ Character Set	148	
7.4.2 Identifiers 7.4.3 Literals 7.4.4 Punctuators 7.5 Operators 7.5.1 Arithmetic operators 7.5.2 Relational operators 7.5.3 Logical operators 7.5.4 Unary operators 7.5.5 Ternary operators 7.5.6 Shorthand operators 7.5.7 Bitwise operators 7.5.8 Special operators 7.5.9 Assignment operators 7.6 Precedence of operators 7.7 Type conversion (Implicit and Explicit) 7.8 Structure of a C++ program (with example) 7.8.1 Importance of iostream.h	7.4	Tokens	148	
7.4.3 Literals 7.4.4 Punctuators 7.5 Operators 7.5.1 Arithmetic operators 7.5.2 Relational operators 7.5.3 Logical operators 7.5.4 Unary operators 7.5.5 Ternary operators 7.5.6 Shorthand operators 7.5.7 Bitwise operators 7.5.8 Special operators 7.5.9 Assignment operators 7.6 Precedence of operators 7.7 Type conversion (Implicit and Explicit) 7.8 Structure of a C++ program (with example) 7.8.1 Importance of iostream.h 7.5 Derators 7.5 154 Unary operators 7.5 2 Hotel Program (with example) 7.6 Precedence of operators 7.7 Type conversion (Implicit and Explicit) 7.8 Importance of iostream.h	7.4.1	Keywords	150	
7.4.4 Punctuators 7.5 Operators 7.5.1 Arithmetic operators 7.5.2 Relational operators 7.5.3 Logical operators 7.5.4 Unary operators 7.5.5 Ternary operators 7.5.6 Shorthand operators 7.5.7 Bitwise operators 7.5.8 Special operators 7.5.9 Assignment operators 7.6 Precedence of operators 7.7 Type conversion (Implicit and Explicit) 7.8 Structure of a C++ program (with example) 7.8.1 Importance of iostream.h	7.4.2	Identifiers	149	
7.5 Operators 7.5.1 Arithmetic operators 7.5.2 Relational operators 7.5.3 Logical operators 7.5.4 Unary operators 7.5.5 Ternary operators 7.5.6 Shorthand operators 7.5.7 Bitwise operators 7.5.8 Special operators 7.5.9 Assignment operators 7.6 Precedence of operators 7.7 Type conversion (Implicit and Explicit) 7.8 Structure of a C++ program (with example) 7.8.1 Importance of iostream.h	7.4.3	Literals		
7.5.1 Arithmetic operators 7.5.2 Relational operators 7.5.3 Logical operators 7.5.4 Unary operators 7.5.5 Ternary operators 7.5.6 Shorthand operators 7.5.7 Bitwise operators 7.5.8 Special operators 7.5.9 Assignment operators 7.6 Precedence of operators 7.7 Type conversion (Implicit and Explicit) 7.8 Structure of a C++ program (with example) 7.8.1 Importance of iostream.h	7.4.4	Punctuators	154	
7.5.2 Relational operators 158 7.5.3 Logical operators 159 7.5.4 Unary operators 156 7.5.5 Ternary operators 162 7.5.6 Shorthand operators 160 7.5.7 Bitwise operators 159 7.5.8 Special operators 162 7.5.9 Assignment operators 161 Precedence of operators 163 7.7 Type conversion (Implicit and Explicit) 165 7.8 Structure of a C++ program (with example) 170	7.5	Operators	155	
7.5.3 Logical operators 7.5.4 Unary operators 7.5.5 Ternary operators 7.5.6 Shorthand operators 7.5.7 Bitwise operators 7.5.8 Special operators 7.5.9 Assignment operators 7.6 Precedence of operators 7.7 Type conversion (Implicit and Explicit) 7.8 Structure of a C++ program (with example) 7.8.1 Importance of iostream.h	7.5.1	Arithmetic operators	157	
7.5.4 Unary operators 7.5.5 Ternary operators 7.5.6 Shorthand operators 7.5.7 Bitwise operators 7.5.8 Special operators 7.5.9 Assignment operators 7.6 Precedence of operators 7.7 Type conversion (Implicit and Explicit) 7.8 Structure of a C++ program (with example) 7.8.1 Importance of iostream.h  156 162 163 179 165 163 177 170	7.5.2	Relational operators	158	
7.5.5 Ternary operators  7.5.6 Shorthand operators  7.5.7 Bitwise operators  7.5.8 Special operators  7.5.9 Assignment operators  7.6 Precedence of operators  7.7 Type conversion (Implicit and Explicit)  7.8 Structure of a C++ program (with example)  7.8.1 Importance of iostream.h	7.5.3	Logical operators	159	
7.5.6 Shorthand operators  7.5.7 Bitwise operators  7.5.8 Special operators  7.5.9 Assignment operators  7.6 Precedence of operators  7.7 Type conversion (Implicit and Explicit)  7.8 Structure of a C++ program (with example)  7.8.1 Importance of iostream.h	7.5.4	Unary operators	156	
7.5.7 Bitwise operators  7.5.8 Special operators  7.5.9 Assignment operators  7.6 Precedence of operators  7.7 Type conversion (Implicit and Explicit)  7.8 Structure of a C++ program (with example)  7.8.1 Importance of iostream.h	7.5.5	Ternary operators	162	
7.5.8 Special operators 162 7.5.9 Assignment operators 161 7.6 Precedence of operators 163 7.7 Type conversion (Implicit and Explicit) 165 7.8 Structure of a C++ program (with example) 167 7.8.1 Importance of iostream.h 170	7.5.6	Shorthand operators	160	
7.5.9 Assignment operators  7.6 Precedence of operators  7.7 Type conversion (Implicit and Explicit)  7.8 Structure of a C++ program (with example)  7.8.1 Importance of iostream.h	7.5.7	Bitwise operators	159	
7.6 Precedence of operators  7.7 Type conversion (Implicit and Explicit)  7.8 Structure of a C++ program (with example)  7.8.1 Importance of iostream.h  163  165  167  170	7.5.8	Special operators	162	
7.7 Type conversion (Implicit and Explicit) 165 7.8 Structure of a C++ program (with example) 167 7.8.1 Importance of iostream.h 170	7.5.9	Assignment operators	161	
7.8 Structure of a C++ program (with example) 167 7.8.1 Importance of iostream.h 170	7.6	Precedence of operators	163	
7.8.1 Importance of iostream.h 170	7.7	Type conversion (Implicit and Explicit)	165	
	7.8	Structure of a C++ program (with example)	167	
7.8.3 Comments in C++ 168 12 Hrs	7.8.1	Importance of iostream.h	170	
	7.8.3	Comments in C++	168	12 Hrs

8	Data types		
8.1	Fundamental data types	179	
8.2	Modifiers	183	
8.3	Derived data types	184	
8.4	User defined data types	184	2 Hrs
9	Input and Output operators		
9.1	Input operator ">>"	189	
9.2	Output operator "<<"	190	
9.3	Simple programs	191	4 Hrs
10	Control Statements		
10.1	Introduction	201	
10.2	Types Of Control statements	201	
10.3	Selection statements	201	
10.3.1	"if" statement	202	
10.3.2	"if - else" statement	206	
10.3.3	"nested -if" statement	209	
10.3.4	"switch" statement	213	
10.4	Iteration statement	216	
10.4.1	"while" statement	216	
10.4.2	"do-while" statement	221	
10.4.3	Comparison between "while" and "do-while"	223	
10.4.4	"for" statement	224	
10.5	Jump statements (goto, break,continue)	227	10 Hrs
11	Arrays		
11.1	Introduction to Arrays	239	
11.2	Types of arrays	240	
11.2.1	One Dimensional Arrays	240	
11.2.2	Two Dimensional Arrays	240	
11.2.3	Multi Dimensional Arrays	240	
11.3	One Dimensional Arrays	240	
11.3.1	Declaration of 1-D Arrays	240	
11.3.2	Initialization of 1-D arrays	240	
11.4	Two Dimensional Arrays	249	
11.4.1	Declaration of 2-D Arrays	249	
11.4.2	Initialization of 2-D arrays	249	8 Hrs

		V.	
12	Functions		
12.1	Introduction	265	
12.2	Different Header files	266	
12.3	Mathematical Library functions		
12.4	Character and string functions	268	
12.5	Other functions	268	2 Hrs
13	User Defined Functions		
13.1	Definition	285	
13.2	Advantages of user defined functions	285	
13.3	Structure of an user defined function	285	
13.4	Calling a function	287	
13.5	Returning a value	290	
13.6	Function prototype	292	
13.7	Types of arguments	293	
13.8	Scope of variables	296	
13.9	Types of functions	298	
13.10	Call by value	305	
13.11	Call by reference (using reference variables)	306	
13.12	Arrays as arguments	308	8 Hrs
14	Structures		
14.1	Introduction	319	
14.2	Defining a structure	319	
14.3	Declaring a structure	320	
14.4	Initializing structure elements	323	
14.5	Referencing structure elements	321	
14.6	Nested structures	325	
14.7	Array of structures	328	2 Hrs
	UNIT D Elementary Concepts of Word Processing,		
	Spreadsheets and Web designing		25 Hrs
15	Word Processing		
	Word Processing applications: creation of documents,	225	
	Parts of the Menu/window, copy & move, formatting features, spell check, print, creation of tables and other	335 -	
	basic operations	336	5 Hrs
		l	

16	Spreadsheets		
16.1	Spreadsheet applications (elementary level), Basics concepts of spreadsheet and other features such as, entering text, menus, commands, column width, copy, paste, to insert rows/columns, formatting, formula, print, sort, filter and other basic operations	339 - 393	8Hrs
16.2	Some advanced features such as graphs, library functions (Arithmetic, Date and Time, Financial, Logical, text and statistical) With emphasis on commerce related applications and data forms with application to simple problems	394 414	7 Hrs
17	Web Designing		
17.1	Introduction to the Internet	416	
17.2	Services On the Internet		
17.3	Some Definitions related to the web	439	2 Hrs
17.4	Introduction to HTML	426	
17.5	Basic tags		
17.6	Formatting tags		
17.7	Lists in HTML		
17.8	Some additional tags and simple programs	442	3 Hrs

## **BLUE PRINT**

#### FIRST PUC - COMPUTER SCIENCE FINAL EXAMINATION

 $GUIDANCE\ FOR\ DISTRIBUTION\ OF\ MARKS\ INCLUDING\ CHOICE\ QUESTIONS$ 

Knowledge	30%	31
Understanding	40%	43
Application	20%	21
Skill	10%	10
Total	100%	105

#### **Question Paper Structure**

- 10 Questions of one mark without choice out of 10 (Very Short Answers) (VSA) PART A
- 05 Questions of two marks each out of 08 ( Short Answers)

(SA) PART B

05 Questions of three marks each out of 08 (Long Answers)

(LA) PART C (E) PART D

07 Questions of five marks each out of 11 (Essay Type)

Unit	Description	VSA(1	SA(2	LA(3 Marks)	E(5Marks)	Total
		Mark)	Marks)			Marks
A	Fundamentals of Computers	2	3	2	2	24
В	Problem solving Methodology	1	1	2	2	19
С	Programming in C++	5	3	4	5	48
D	Elementary Concepts of Word Processing, Spreadsheets and wed designing (Commands should not be included)	2	1		2	14
	Total Marks	10	16	24	55	105
	Total No of Questions in Question paper	10	08	08	11	37
	Total No of Questions to be answered	1X10=10	2X5=10	3X5=15	5X7=35	70

## BLUE PRINT SUBJECT : COMPUTER SCIENCE(41)

Unit	Description	VSA (1 Mark)	SA (2 Marks)	LA (3 Marks)	E (5Marks)	Total Marks
A	Fundamentals of Computers	2	3	3	2	27
Ch1	Overview of Computers	1	1		1	08
Ch2	Input Output and Memory units	1	1	1		06
Ch3	Data representation			1	1	08
Ch4	Software Concepts		1	1		05
<b>B</b> Ch5	Problem solving Methodology	1	1	1	1	11
С	Programming in C++	5	3	4	5	48
Ch6	Object Oriented Concepts		1			02
Ch7	Introduction to c++	1		1	1	09
Ch8	Data types		1			02
Ch9	Input output operators	1		1		04
Ch10	Control Statements	1			2	11
Ch11	Arrays	1		1	1	09
Ch12	Functions (Library functions)		1			02
Ch13	User defined Functions	1			1	06
Ch14	Structures			1		03
D	Elementary Concepts of Word Processing, Spreadsheets and wed designing (Commands should not be included)	2	1		3	19
Ch15	Word Processing	1	1			03
Ch16	Spreadsheets	1			2	11
Ch17	Web designing				1	05
	Total Marks	10	16	24	55	105
	Total No of Questions to be answered	1X10=10	2X5/8=10	3X5/8=15	5X7/11=35	70/37

### I PUC - Computer Science

#### Practical's Syllabus

#### **BLUE PRINT**

#### The practical examination marks of 20 is distributed as follows:

1.	Writing one program from <b>Section A</b> and	
	one problem from either Section B or Section C	8 marks
2.	Execution of any one ( Examiner choice )	6 marks
3.	Formatting the output	2 marks
4.	Record writing	4 marks

TOTAL 20 marks

#### **Practical List**

#### Section A

### List of practical programs for C++

- 1. Write a program to interchange the values of two variables
  - a. Using a third variable.
  - b. Without using a third variable.
- 2. Write a program to find the area and circumference of a circle.
- 3. Write a program to find the area of a triangle given three sides.
- Write a program to convert days into years, months and days (Hint: Assume all months have 30 days)
- 5. Write a program to find the largest, smallest and second largest of three numbers using simple if statement.
- 6. Write a program to input the total amount in a bill, if the amount is greater than 1000 the a discount of 8% is given otherwise no discount is given, output the total amount, the discount amount and the final amount, use simple if statement.
- 7. Write a program to check whether a given year is a leap year or not using if-else statement.

- 8. Write a program to input a character and find out whether it is a lower case or upper case character using if-else statement.
- 9. Write a program to input the number of units of electricity consumed in a house and calculate the final amount using nested-if statement. Use the following data for calculation

<b>Units Consumed</b>	Cost
< 30	Rs 3.50 / unit
>=30 and <50	Rs 4.25 / unit
>=50 and $< 100$	Rs 5.25 / unit
>=100	Rs 5.85 /unit

10. Write a program to input the marks of four subjects, calculate the total percentage and output the result as either "First class", or "Second class", or "Pass class" or "Fails" using switch statement.

Class	Range %
First Class	Between 60 and 100%
Second Class	Between 50 and 59%
Pass Class	Between 40 and 49%
Fails	Less than 40%

- Write a program to find the sum of all the digits of a number using while statement.
- 12. Write a program to input principal amount, rate of interest and time period and calculate compound interest using while statement

(**Hint:** 
$$CI = P * (1 + R / 100)^{T}$$
).

- 13. Write a program to check whether a given number is a power of 2.
- 14. Write a program to check whether a given number is an Armstrong number using do-while statement (**Hint:**  $153 = 1^3 + 5^3 + 3^3$ ).
- 15. Write a program to find the factorial of a number using for statement.
- 16. Write a program to generate the Fibonacci sequence up to a limit using for statement.
- 17. Write a program to find the sum and average of "N" numbers.
- 18. Write a program to find the second largest of "N" numbers.
- 19. Write a program to arrange a list of numbers in ascending order.
- 20. Write a program to find the position of a given number in an array.
- 21. Write a program to check whether a given matrix is scalar or not.
- 22. Write a program to sum of all the rows and the sum of all the columns of a matrix separately.
- 23. Write a program to find the sum of two compatible matrices.

- 24. Consider an array MARKS[20][5] which stores the marks obtained by 20 students in 5 subjects. Now write a program to:
  - a) Find the average marks obtained in each subject
  - b) Find the average marks obtained by every student
  - Find the number of students who have scored below 50 in their average
- 25. Write a program to check whether a given string is a palindrome or not.
- Write a program to count the number of vowels and consonants in a string.
- 27. Write a program to find the GCD and LCM of two numbers using functions.
- 28. Write a program to find XY using functions.
- 29. An industrial organization wants to computerize the Allowance calculations. Given the monthly Sales for the salesman, the rules for the calculations are as follows:
  - i. If the total sales is less than Rs. 10000/- there is no allowance.
  - ii. If the total sales is between Rs. 10000/- and Rs. 20,000/- then the  $\,$ 
    - Allowance is 10% of the sales amount or Rs. 1800/- whichever is minimum
  - iii. If the total sales is greater than or equal to Rs. 20000/- then the allowance is 20% of the sales amount or Rs.6,000/- whichever is minimum.

Write a program using a function to calculate the allowance.

30. Write a program to input the register number, name and class of all the students in a class into a structure and output the data in a tabular manner with proper heading

#### **Section B**

#### **Spreadsheet Practical List**

Eight salesmen sell three products for a week. Using a spreadsheet create
a sales report. The report should include the name of the salesman, Amount
of sales for each product and the salesman's total sales in the format
given below.

Sales for the Month								
Name	Total Amt. for	Total Amt. for	Total Amt.	Total sales				

- Type in all text and numbers in the spreadsheet.
- b) Format all numbers as a currency.

- c) Center the spreadsheet headings across the spreadsheet.
- d) Format all text
- e) Create formulas to display a total for each sales rep.
- f) Create formulas to display a total for each product.
- g) Create a formula to calculate the total sales for all sales rep's for the month.
- 2. Enter the following details for 10 employees Employee Code, Employee name, Basic salary, DA, HRA, Loans, Total salary and Tax.

Salary for the Month								
Employee Code	Employee Name	Basic Salary	DA	HRA	Loan	Total Salary	Tax	
		·						

- a) Type the Employee Code, Employee Name, Basic Salary and Loan amount data for 10 employees in the spreadsheet.
- b) Format all numbers as a currency.
- c) Center the spreadsheet headings across the spreadsheet.
- d) Format all text.
- e) Create a formula to compute DA as 50% of the Basic salary and copy this to all the cells.
- f) Create a formula to compute HRA as 12% of the Basic salary and copy this to all the cells.
- g) Create a formula to compute Total salary and copy this to all the cells.
- h) If Total salary is greater than 5,00,000, compute Tax as 20% of Total salary otherwise 10% of the Total salary using a formula.
- 3. Enter the following details for 10 Students Register Number, Name, Subject1 Marks, Subject2 Marks, Subject3 Marks, Subject4 Marks, Total Marks and Percentage.

Tes	Test Marks data of a Class								
1 -	ister nber	Name	Subject1 Marks	Subject2 Marks	Subject3 Marks	Subject4 Marks	Total Marks	Percentage	

- a) Type the Register Number, Name and marks of four subjects for 10students in the spreadsheet.
- b) Format all text and numeric data appropriately.

- e) Create a formula to compute Percentage and copy this to all the cells.
- f) Create a formula to compute the highest and lowest score using a library function.
- g) Draw a bar graph for Register Number against total marks.
- h) Draw Pie chart for one student showing his marks in different subject from total score
- 4. A housewife maintains the budget expenditure in a spreadsheet under the headings Income and Expenses. Income includes husband's and Wife's income separately under different headings. Expenses include Rent, Bills, Household expenses and medical expenses.

Budget for the Month								
Income	o m e Expenses			a.	Total			
Husband	Wife	Rent	Bill	Household	Medical	Expenditure	Savings	

- Type the Income and Expenses data for the entire month in the spreadsheet.
- b) Format all numbers as currency.
- c) Center the spreadsheet headings across the spreadsheet.
- Create a formula to compute the Total expenditure and copy this to all the cells.
- e) Create a formula to compute the savings and copy this to all the cells.
- f) Draw a bar graph to show expenditure under each heading.
- g) Draw Pie chart to show the distribution of salary.
- 5. A Bank offers loan for housing and vehicle at an interest of 10.25% for housing and 14.2% for vehicle. For a loan applicants compute the monthly premium (EMI), given total installments as 24 months. Also compute the monthly interest and monthly principal amount and the total amount of principal and Interest paid using Financial library functions in a spreadsheet.
- 6. Implement five functions each for Arithmetic, Date and Time, Financial, Logical, text and statistical functions. Write the syntax, example and output for simple problems.
- 7. Create a data form to implement a student database and perform all related operations with the data form.

#### Section C

#### **Web Designing Practical List**

- 1. Create a Web page to display your details using different tags.
- 2. Create a model Web site for your college making using different tags.