

STD XI SYLLABUS 2016-17

MONTH	VOLUME	TOPICS
JUNE		<p>Chapter 1 INTRODUCTION TO COMPUTERS</p> <p>1.1 History of Computers 1.2 Data, Information and Program 1.3 Hardware and Software 1.4 Types of Computers REVISION</p>
		<p>Chapter 2 NUMBER SYSTEMS</p> <p>2.1 Introduction 2.2 Bits and Bytes 2.3 Decimal Number System 2.4 Binary Number System 2.5 Hexadecimal Number System 2.6 Decimal to Binary Conversion 2.7 Conversion of fractional decimal to binary 2.8 Conversion of Decimal to Hexadecimal 2.9 Octal Representation 2.10 Representation of signed numbers 2.11 Binary Arithmetic 2.12 Boolean Algebra REVISION</p>
JULY		
		<p>Chapter 3 COMPUTER ORGANIZATION</p> <p>3.1 Basic Components of a Digital Computer 3.2 Central Processing Unit 3.3 Arithmetic and Logic Unit – ALU 3.4 Memory Unit 3.5 Input and Output Devices REVISION</p>
AUGUST		
		<p>Chapter 5 INTRODUCTION TO WEB DESIGN</p> <p>5.1 Introduction 5.2 Elements of Hypertext Markup Language 5.3 Heading section 5.4 Body section 5.5 Creating Web pages with Microsoft front page REVISION</p>

SEPTEMBER

Chapter 1 INTRODUCTION TO WINDOWS XP

- 1.1 What is Windows XP
- 1.2 Evolution of the Window Operating System
- 1.3 The Mouse
- 1.4 Logging In
- 1.5 Log Off is at the bottom of the start -menu
- 1.6 Working with Windows XP
- 1.7 The Desktop
- 1.8 The Start Menu
- 1.9 Starting an application
- || 1.10 Windows
- 1.11 Windows Dialog Boxes
- 1.12 Help and Support Center
- 1.13 Customizing Windows XP
- 1.14 The Control Panel
- 1.15 Applications
- 1.16 Using Applications in Windows
- 1.17 Working with Multiple Applications
- REVISION

OCTOBER

Chapter 4 WORKING PRINCIPLE OF DIGITAL LOGIC

- 4.1 Logic Gates
- 4.2 Conversion of Boolean Function
- 4.3 Half Adder
- | 4.4 Full Adder
- 4.5 The Flip-Flop
- 4.6 Electronic Workbench
- REVISION

Chapter 5 OPERATING SYSTEMS

- 5.1 Introduction
- | 5.2 Major Features of the Operating System
- 5.3 Most Desirable Characters of the Operating System
- REVISION

OCTOBER

Chapter 6 COMPUTER COMMUNICATIONS

- 6.1 Introduction
- 6.2 Network
- 6.3 Some Important Reasons for Networking
- 6.4 Applications of Network
- 6.5 Benefits of Network
- 6.6 Types of Network
- 6.7 Network Topology
- 6.8 Basics of Networking
- 6.9 Common Network Services
- 6.10 Co-Ordinating Data Communication
- 6.11 Forms of Data Transmission
- 6.12 Modem
- 6.13 Data Transfer Rate
- 6.14 Transmission Mode
- 6.15 Internet
- 6.16 Communication Protocol
- 6.17 Who Governs the Internet ?
- 6.18 Future of Internet
- 6.19 Uses of Internet
- 6.20 Getting Connected to Internet
- 6.21 Popular Uses of the Web
- 6.22 Intranet and Extranet

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NOVEMBER

Chapter 2 WINDOWS EXPLORER

- 2.1 Files
 - 2.2 Data Organization
 - 2.3 Windows Explorer
 - 2.4 Working with Folders
 - 2.5 Changing the View
 - 2.6 Creating a new Folder
 - 2.7 Selecting Files and Folders
 - 2.8 Moving and Copying Files and Folders
 - 2.9 Renaming Files and Folders
 - 2.10 Deleting Files and Folders
 - 2.11 Creating Shortcuts
 - 2.12 Search
 - 2.13 The Run Command
 - 2.14 What is New in Windows XP
 - 2.15 Guarding Against Viruses
- REVISION

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DECEMBER

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Chapter 3 LINUX

- 3.1 History of Linux
- 3.2 Logging in /Logging out of Linux
- 3.3 The Linux File System
- 3.4 Types of Users
- 3.5 Directory Commands
- 3.6 Other Commands
- 3.7 File Commands
- 3.8 File Systems: Mount and Umount
- 3.9 VI Editor
- 3.10 Shell script
- 3.11 Variables
- 3.12 Expressions
- 3.13 Command Substitution
- 3.14 Features of Linux
- REVISION

JANUARY

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**Chapter 4 PROBLEM SOLVING TECHNIQUES
AND C PROGRAMMING**

- 4.1 Problem Solving Techniques
- 4.2 Introduction to C Programming
- 4.3 A Sample C Program
- 4.4 Storage Classes
- 4.5 Conditional Statements
- 4.6 Control Statements
- 4.7 Arrays
- 4.8 Structures
- REVISION