



COMPUTER SCIENCE 11TH



POSITIVE QUADRANT
TECHNOLOGIES
SERVING INFORMATION WORLDWIDE

Programming & development

Course Curriculum



COMPUTER SCIENCE 11TH

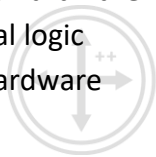
Section A

Module 1: Basic Computer Hardware and Software

- **Number**
 - Representation of numbers on different bases
 - Operations of numbers on other basis

- **Encodings**
 - Binary encodings for integers
 - Characters and their encodings

- **Propositional logic, Hardware implementation, Arithmetic operations**
 - Propositional logic
 - Logic and Hardware



Section B

Module 2: Programming Language Java

- **Introduction to Object-Oriented Programming using Java**
 - Introduction
 - History

- **Objects**
 - Objects as data and behavior
 - Analysis of real-world programming examples
 - The basic concept of a virtual machine
 - Compile-time and run-time errors

- **Primitive values, Wrapper classes, Types and casting**
 - Primitive values and types



➤ **Variables and Expressions**

- Variables as names for the value
- Assignment operation
- Difference between the left-hand side and right-hand side of an assignment

➤ **Statements, Scope**

- Statements
- Grouping statements

➤ **Methods and Constructors**

- Methods as mechanisms for side effects
- Formal arguments and actual arguments in methods

➤ **Arrays, string**

- Structured data types
- Examples of algorithms that use structured data types



Section C

Module 3: Trends and Ethical issues

➤ **Basic input/output Data file Handling (Binary and Text)**

- Basic input/output using Scanner and Printer
- Data File Handling

➤ **Recursion**

- Concepts and methods of recursion

➤ **Implementation of algorithms to solve problems**

- Address correctness issues
- Implement and execute the algorithm in Java



➤ **Packages**

- Creation of Packages
- Interaction of objects across packages

➤ **Trends in computing and ethical issues**

- Artificial Intelligence
- Virtual Reality and Augmented Reality
- Cyber Security

