



COMPUTER SCIENCE 12TH



POSITIVE QUADRANT
TECHNOLOGIES
SERVING INFORMATION WORLDWIDE

Programming & development

Course Curriculum



COMPUTER SCIENCE 12TH

Section A

Module 1: Boolean Algebra

- Propositional Logic
- Equivalence laws
- Binary Valued quantities
- Basic Theorem of Boolean Algebra

Module 2: Computer Hardware

- Elementary Logic gates
 - NOT
 - AND
 - OR
 - NAND
 - NOR
 - XOR
 - XNOR
- Application of Boolean Algebra and logic gates
 - Half adders
 - Full adders
 - Encoders
 - Decoders
 - Multiplexers
 - NAND
 - NOR as universal gates



Section B

Module 3: Programming in Java

- Review of Class XI Section B and C)



Module 4: Objects

- Objects as data
- Object as an instance of a class
- Constructors
- Analysis of some real-world programming examples
- Basic input/output using Scanner from JDK
- Input/ output exceptions
- Tokens in an input stream
- Concept of whitespace

Module 5: Primitive values, Wrapper Classes, Types and casting

- Primitive values and types
 - Byte
 - Int
 - Short
 - Long
 - Float
 - Double
 - Boolean
 - Char
- Class as type of the object
- Class as mechanism for user defined types



Module 6: Variables, Expressions

- Variables as names for values
- Named constants (final)
- Expressions (arithmetic and logical) and their evaluation (operators, associativity, precedence)
- Assignment operation
- Difference between left hand side and right hand side of assignment

Module 7: Statements, Scope

- Statements
 - Conditional
 - If



- If else
- If else if
- Switch case
- Ternary operator

- Looping
 - For
 - While
 - Do while
 - Continue
 - Break

- Grouping statements
 - Blocks
 - Scope
 - Visibility of variables

Module 8: Methods

- Methods
- Formal arguments and actual arguments in methods
- Static Method and Variables
- This operator

Module 9: Arrays, Strings

- Structured Data types
 - Arrays (single and multidimensional)
 - Address calculations
 - Strings
 - Examples algorithms that use structured data types

Module 10: Recursion

- Concept of recursion
- Simple recursive methods



Section C

Module 11: Inheritance, Interfaces and Polymorphism

- Inheritance
- Super and derived classes
- Member access in derived classed
- Subclasses
- Abstract classes
- Class object
- Protected visibility
- Subclass polymorphism and dynamic binding

Module 12: Data Structures

- Basic data structures
 - Stack
 - Linear queue
- Conversion of infix to prefix and postfix notations
- Binary trees
- Tree traversals (conceptual)



Module 13: Complexity (Conceptual)

- Concept of complexity
- Input size
- Importance of dominant term
- Constants
- Best
- Average and worst case