



COMPUTER STANDARD

8TH

Programming & development

Course Curriculum



COMPUTER STD 8TH

Module 1 : Introduction

- Use of Algorithm in programming and to solve problems

Module 2: Flow Chart

- About flow chart
- Box types used in the flow chart (terminal box, input/output box, processing box, decision box)
- Questions based on sequence, selection and iteration

Module 3: Photoshop Reviews

- Rectangular marquee tool
- Quick selection crop
- Measuring Retouching and Painting



Module 4: More on Photoshop Tools

- Drawing and Pen tools
 - Pen Tools
 - Freeform pen
 - Add an anchor point
 - Delete an anchor point
 - Convert point
 - Horizontal type
 - Vertical type
 - Rounded and rectangular
 - Rectangle
 - Ellipse, Polygon, Line, Custom, Shape



Module 5: Working with Mask

- Optimally using masks & channels
- Making a quick mask
- Customizing a quick mask
- Viewing channels, adjusting individual channels, moving layers between documents
- Loading a mask as a selection
- Using gradient effects through a mask
- Resizing the canvas
- Colorizing with adjustment layers grouping and clipping layers
- Applying a mask from a previously saved selection
- Using type as a mask

Module 6: Type on Photoshop output from Photoshop

- Type in Photoshop output from Photoshop – Photoshop vector tools
 - Basic vector paths
 - Drawing shapes
 - Combining vector paths
 - Converting shapes to selections
 - Manipulating vector paths
- Type in Photoshop
 - Typographic design
 - Creating a clipping mask from type
 - Creating a design element from type using interactive formatting controls
 - Wrapping font type
 - Designing a paragraph of type
- Preparing file for print
 - Preparing a file for web output
 - File compression

Module 7: Flash

- What is flash and how it is used



- Developing and creating animation
- About symbols and instances
- Various types of symbols, changing an object to a symbol
- Introducing timeline and its use in animation frames, and keyframe, about layers (inserting a new layer, renaming and deleting layer)
- Types of animation (frame and tweened), motion tweening, shape tweening E-commerce E-greeting – EDI (Electronic Data Interchange)
- Definition of E-commerce and E-greetings, influence on user
- Factors one should keep in mind while using e-commerce websites

Module 8: Flash Continued

- Motion Tweening (using and without motion guide)
- Shape twinning (Simple shape and using text strings)

Module 9: E Commerce / E Greeting

- Electronic data interchange
- What are E-commerce and E-greetings
- Influence on User
- Website Example
- What factors should one consider while performing E-commerce?

Module 10: Chatting

- Chatting definition and chatting example

Module 11: Downloading / Uploading

- Downloading / Uploading speed difference
- Downloading / Uploading example
- Concept of bandwidth and control

Module 12: Audio and Video Conferencing

- What is Audio and Video Conferencing?



- Use of Audio and Video Conferencing?
- Factor affecting video quality
- Usefulness of video conferencing

