



COMPUTER APPLICATION

9TH

Programming & development

Course Curriculum



COMPUTER APPLICATION STD 9TH

Module 1 : Operating System

- Introduction to Operating System
 - The requirement for an operating system
 - its features and operations
 - familiarity with installing and removing software
- Graphic User Interface
 - Working with the Graphical User Interface (GUI)
 - managing the desktop
 - using a GUI's components
 - handling files and directories

Module 2: The Internet

- Internet
- WWW
- e-mail
- modem, and related protocols



Module 3: Computing and Ethics

- Issues with computer ethics
 - Intellectual property rights
 - the preservation of the individual's right to privacy
 - the security of data on the internet
 - the prevention of spam
 - software piracy, and cybercrime
 - the prevention of hacking, and the prevention of malicious code and malevolent intent

Module 4: Office Application Software

- Spreadsheets, a word processor, and a multimedia presentation
- Discuss the following features for spreadsheets, multimedia presentations, and word processors
- Spell check, grammar check, formatting, printing, opening and closing, saving, and header/footer

Module 5: Database Packages



- The database management requirements include creating and saving, editing, calculating, updating the database's structure, sorting, indexing, querying, and report production and developing apps, using numerous databases, and connecting and embedding objects

Module 6: Elementary Concept of Objects and Classes

- Using objects to model entities and their behaviour, using classes as both an object factory and a specification for objects, and computing as message passing or function calls among objects (several examples should be used to demonstrate this)
- The state (attributes) and behaviour of objects are encapsulated (functions) as a user-defined type or class

Module 7: Values and Types

- The various types of tokens, assignments, primitive types, operations on primitive values, and expressions

Module 8: Conditional and Non-Nested Loops

- Use of switch-case, if else, and if else if ladder (default, break).
- Loops : for loop , while loop and do-while loop

TECHNOLOGIES