SYLLABUS / FINAL-TERM / COMPUTER (Std. VI)
(1) CATEGORIES OF COMPUTERS.   [Covered in the First-Term]
(2) INTRODUCTION TO   C++ : General Structure ; cout & \n ; int & float ; Arithmetical Operators. [Covered in the First-Term]
(3) FILE MANAGEMENT.
(4) KEYBOARD INPUT USING "cin".
(5) THE "if" CONSTRUCT.
(6) BASICS OF HTML.

SYLLABUS / COMPUTER (Std. VII)
(1) NUMBER SYSTEMS.   [Covered in the First-Term]
(2) PROGRAMMING IN C++ : General Structure ; cout ; \n & \t ; int & float ; Arithmetical Operators. [Covered in the First-Term]
(3) USING <math.h> : sqrt( ) ; pow( ).
(4) COMPUTER VIRUSES.
(5) DECISION-MAKING : if ; if-else ; if-else-if.
(6) INTRODUCTION TO MS-EXCEL.

SYLLABUS / COMPUTER (Std. VIII)
(1) OPERATING SYSTEMS.   [Covered in the First-Term]
(2) CONCEPTS OF OOP.   [Covered in the First-Term]
(3) INTRODUCTION TO JAVA.
(4) Math.sqrt( ) ; Math.pow( ) ; Math.abs( ) ; Math.max( ) ; Math.min( ).
(5) DECISION-MAKING USING if ; if-else ; NESTED if-else ; if-else-if.
(6) THE switch-case CONSTRUCT ; FALL-THROUGH.

COMPUTER SYLLABUS FOR: STD. IX

CHAPTERS
1.Introduction to Java OOP : Elementary concepts of objects and classes. Class as a specification for objects and as an object factory. Computation as message passing/function calls between objects(many examples to be done to illustrate this). Class as a user defined type. .
2.Values and types: Primitive types (like int, float, Boolean etc.) and their representation and ranges. Operation on Primitive values expressions, assignment, attributes. Decision making statements jumping and branching, various forms of if..else, if..else., switch..case
3.Use of ternary operators,
4.Loops : Use of for loop, while loop Use of do..while in making java program both known and unknown iterations.
5.Mathematical Functions used in Java
6. Programming based on loop Program based on series, Pattern, number system ,general questions.