



CBSE Syllabus

Class XI

COMPUTER SCIENCE



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COMPUTER SCIENCE

Course Structure

Units	Topics	Marks
1	Computer Fundamentals	10
2	Programming Methodology	12
3	Introduction to Python/C++	18
4	Programming with Python/C++	30
Total		70

Unit 1: Computer Fundamentals

Chapter 1: Classification of Computers

- Basics of computer and its operation
- Functional components and their interconnections
- Concept of booting

Chapter 2: Software Concepts:

- Types of Software
 - System software
 - Utility software
 - Application software

Chapter 3: System Software

- Operating system
- Compiler
- Interpreter and assembler

Chapter 4: Operating System

- Need for operating system
- Functions of operating system:
 - Processor management
 - Memory management
 - File management
 - Device management
- Types of operating system-interactive (GUI based)
- Time sharing
- Real time and distributed
- Commonly used operating system:
 - UNIX
 - LINUX
 - Windows
 - Solaris
 - BOSS (Bharat Operating System Solutions)
- Mobile OS
 - Android
 - Symbian

Chapter 5: Utility Software

- Anti-Virus
- File Management tools
- Compression tools
- Disk Management tools:
 - Disk Cleanup
 - Disk Defragmenter Backup

Chapter 6: Open Source Concepts

- Open source software
- Freeware, shareware
- Proprietary software

Chapter 7: Application Software

- Office tools:
 - Word processor
 - Presentation tool
 - Spreadsheet package
 - Database management system
- Domain specific tools:
 - School management system
 - Inventory management system
 - Payroll system
 - Financial accounting
 - Hotel management
 - Reservation system
 - Weather forecasting system

Chapter 8: Number System

- Binary
- Octal
- Decimal
- Hexadecimal
- Conversion between two different number systems

Chapter 9: Internal Storage encoding of Characters

- ASCII
- ISCII (Indian Scripts Standard Code for Information Interchange)
- UNICODE (for multilingual computing)

Chapter 10: Microprocessor

- Basic concepts
- Clock speed (MHz, GHz):
 - 16 bit
 - 32 bit

- 64 bit
- 128 bit processors
- Types:
 - CISC Processors (Complex Instruction Set Computing)
 - RISC Processors (Reduced Instruction Set Computing)
 - EPIC (Explicitly Parallel Instruction Computing)

Chapter 11: Memory Concepts

- Units:
 - Byte
 - Kilo Byte
 - Mega Byte
 - Giga Byte
 - Tera Byte
 - Peta Byte
 - Exa Byte
 - Zetta Byte
 - Yotta Byte

Chapter 12: Primary Memory

- Cache
- RAM
- ROM

Chapter 13: Secondary Memory

- Fixed and Removable storage
 - Hard Disk Drive
 - CD/DVD Drive
 - Pen Drive
 - Blue Ray Disk

Chapter 14: Input Output Ports/ Connections

- Serial
- Parallel and Universal Serial Bus
- PS-2 port
- Infrared port
- Bluetooth
- Firewire

Unit 2: Programming Methodology

Chapter 15: General Concepts

- Clarity and simplicity of expressions
- Use of proper names for identifiers
- Comments
- Indentation
- Documentation
- Program maintenance
- Running and debugging programs
- Syntax errors
- Run-time errors
- Logical errors

Chapter 16: Problem solving methodologies

- Understanding of the problem
- Solution for the problem
- Breaking down solution into simple steps (modular approach)
- Identification of arithmetic and logical operations required for solution
- Control structure- conditional control and looping (finite and infinite)

Chapter 17: Problem Solving

- Introduction to algorithms/flowcharts

Unit 3: Introduction to Python

Chapter 18: Getting Started

- Introduction to Python:
 - An integrated high level language
 - Interactive mode and script mode
- Data types:
 - Number (Integer - boolean, decimal, octal, hexadecimal; Floating point; Complex), none, Sequence (String, Tuples, List)
 - Sets
 - Mapping

Chapter 19: Mutable and Immutable Variables

Chapter 20: Variables, Expressions and Statements

- Values, Variables and keywords
- Operators and Operands in Python: (Arithmetic, relational and logical operators)
- operator precedence
- Expressions and Statements (Assignment statement)
- Taking input (using `raw_input()` and `input()`) and displaying output (print statement)
- Putting Comments

Chapter 21: Functions

- Importing Modules (entire module or selected objects)
- Invoking built in functions
- Functions from math module (for example, `ceil`, `floor`, `fabs`, `exp`, `log`, `log10`, `pow`, `sqrt`, `cos`, `sin`, `tan`, `degrees`, `radians`)
- Using `random()` and `randint()` functions of random module to generate random numbers
- Composition

Chapter 22: Defining functions

- Invoking functions
- Passing parameters (default parameter values, keyword arguments)
- Scope of variables
- Void functions and functions returning values
- Flow of execution

Chapter 23: Conditional constructs and looping

- If else statement while
- For (range function)
- Break
- Continue
- Else
- Pass
- Nested if
- Nested loops
- Use of compound expression in conditional and looping construct

Unit 3: Introduction to C++

Chapter 24: Getting Started

- C++ character set
- C++ Tokens (Identifiers, Keywords, Constants, Operators,)
- Structure of a C++ Program (include files, main function)
- Header files – iostream.h, iomanip.h, cout, cin
- Use of I/O operators (<<and>>)
- Use of endl and setw ()
- Cascading of I/O operators
- Compilation
- Error Messages
- Use of editor

- Basic commands of editor
- Compilation
- Linking
- Execution

Chapter 25: Data Types, Variables and Constants

- Concept of Data types
- Built-in Data types: char, int, float and double
- Constants: Integer Constants, Character constants - \n, \t, \b), Floating Point Constants, String Constants
- Access modifier
- Variables of built-in-datatypes
- Declaration/Initialization of variables
- Assignment statement
- Type modifier: signed, unsigned, long

Chapter 26: Operator and Expressions: Operators

- Arithmetic operators (-, +, *, /, %)
- Assignment operator(=)
- C++ shorthands (+=, -=, *=, /=, %=)
- Unary operator (-)
- Increment(++) and Decrement (--) Operators
- Relation operator (>, >=, <=, =, !=)
- Logical operators (!, &&, ||)
- Conditional operator
- Precedence of Operators
- Automatic type conversion in expressions
- Type casting

Unit 4: Programming with Python

Chapter 27: Strings

- Creating
- Initialising and accessing the elements
- String operators:
 - +, *, in, not in, range slice [n:m]
 - Comparing strings using relational operators
 - String functions & methods: len, capitalize, find, isalnum, isalpha, isdigit, lower, islower, isupper, upper, lstrip, rstrip, isspace, istitle, partition, replace, join, split, count, decode, encode, swapcase, String constants, Regular Expressions and Pattern Matching

Chapter 28: Lists

- Concept of mutable lists
- Creating
- Initializing and accessing the elements
- Traversing
- Appending
- Updating and deleting elements
- Composition
- Lists as arguments

Chapter 29: List operations

- Joining
- Slicing
- +
- *
- in
- not in

Chapter 30: List functions and methods:

- len()
- insert()
- append()
- extend()
- sort()
- remove()
- reverse()
- pop()
- list()
- count()
- extend()
- index()
- cmp()
- max()
- min()

Chapter 31: Dictionaries

- Concept of key-value pair
- Creating, initialising and accessing the elements in a dictionary
- Traversing
- Appending
- Updating
- Deleting elements

Chapter 32: Dictionary functions and methods

- cmp()
- len()
- clear()
- get()
- has_key()
- items()

- key()
- update()
- values()
- pop()
- fromkeys()
- dict()

Chapter 33: Tuples

- Immutable concept
- Creating
- Initialising and accessing elements in a tuple
- Tuple assignment
- Tuple slices
- Tuple indexing

Chapter 34: Tuple Functions

- cmp()
- len()
- max()
- min()
- tuple()
- index()
- count()
- sum()
- any()
- all()
- sorted()
- reversed()

Unit 4: Programming In C++

Chapter 35: Flow of control

- Conditional statements:
 - if else
 - Nested if
 - switch..case..default
 - Nestedswitch..case
 - break statement (to be used in switch..case only)
 - Loops: while, do - while, for and Nested loops

Chapter 36: Inbuilt Functions

- Standard input/output functions - stdio.h: gets (), puts ()
- Character Functions - Ctype.h: isalnum (), isalpha (),isdigit (), islower (), isupper (), tolower (), toupper ()
- String Function - string.h: strcpy (), strcat (), strlen (), strcmp (), strcmpi (), strev (),strlen (),strupur (), strlwr ()
- Mathematical Functions - math.h: fabs (), pow (), sgrt (), sin (), cos (), abs ()
- Other Functions - stdlib.h: randomize (), random ()

Chapter 37: Introduction to user-defined function and its requirements

- Defining a function
- Function prototype
- Invoking/calling a function
- Passing arguments to function
- Specifying argument data types
- Default argument
- Constant argument
- Call by value
- Call by reference
- Returning values from a function

- Scope rules
- Local and global variables
- Relating to Parameters and return type concepts in built-in functions

Chapter 38: Structured Data Type

- Arrays:
 - Introduction
 - Advantages
- One Dimensional Array:
 - Declaration/initialization of One-dimensional array
 - Inputting array elements
 - Accessing array elements
 - manipulation of array elements (sum of elements, product of elements, average of elements linear search, finding maximum/minimum value)
 - Declaration / Initialization of a String
 - String manipulations (counting vowels/ consonants/ digits/ special characters, case conversion, reversing a string, reversing each word of a string)
- Two-dimensional Array:
 - Declaration/initialization of a two-dimensional array
 - Inputting array elements accessing array elements
 - Manipulation of array elements (sum of row element, column elements, diagonal elements, finding maximum / minimum values)
- User-defined Data Types:
 - Introduction to user defined data types
- Structure:
 - Defining a Structure
 - Declaring structure variables
 - Accessing structure elements
 - Passing structure to functions as value and reference
 - Function returning structure
 - Array of structure

- Defining a symbol name using typed ef keyword and defining a macro using #define preprocessor directive