

Class – XII
REVISED SYLLABUS
(For the Session of 2020-21 Only)
Computer Science
(THEORY)

UNIT 1: PROGRAMMING IN C++

REVIEW: C++ covered In Class -XI,

Object Oriented Programming:

Concept of Object Oriented Programming – Data hiding, Data encapsulation, Class and Object, Abstract class and Concrete class, Polymorphism (Implementation of polymorphism using Function overloading as an example in C++); Inheritance, Advantages of Object Oriented Programming over earlier programming methodologies,

Implementation of Object Oriented Programming concepts in C++:

Definition of a class, Members of a class - Data Members and Member Functions (methods), Using Private and Public visibility modes, default visibility mode (private); Member function definition: inside class definition and outside class definition using scope resolution operator (::); Declaration of objects as instances of a class; accessing members from object(s), Array of type class, Objects as function arguments - pass by value and pass by reference;

Constructor and Destructor:

Constructor: Special Characteristics, Declaration and Definition of a constructor, Default Constructor, Overloaded Constructors, Copy Constructor, Constructor with default arguments; Destructor: Special Characteristics, Declaration and definition of destructor;

Inheritance (Extending Classes):

Concept of Inheritance, Base Class, Derived Class, Defining derived classes, protected visibility mode; Single level inheritance, Multilevel inheritance and Multiple inheritance, Privately derived, Publicly derived and Protectedly derived class, accessibility of members from objects and within derived class(es);

Data File Handling:

Need for a data file, Types of data files – Text file and Binary file;

Text File: Basic file operations on text file: Creating/Writing text into file, Reading and manipulation of text from an already existing text File (accessing sequentially);

Binary File: Creation of file, Writing data into file, Searching for required data from file, Appending data to a file, Insertion of data in sorted file, Deletion of data from file, Modification of data in a file; Implementation of above mentioned data file handling in C++; Components of C++ to be used with file handling:

Header file: fstream.h; ifstream, ofstream, fstream classes; Opening a text file in **in**, **out**, and **app** modes;

Using cascading operators for writing text to the file and reading text from the file; **open()**, **get()**, **put()**, **getline()** and **close()** functions; Detecting end-of-file (with or without using **eof()** function); Opening a binary file using **in**, **out**, and **app** modes;

open(), **read()**, **write()** and **close()** functions; Detecting end-of-file (with or without using **eof()** function); **tellg()**, **tellp()**, **seekg()**, **seekp()** functions **Pointers:**

UNIT 2: DATA STRUCTURES

Arrays:

One and two Dimensional arrays: Sequential allocation and address calculation;

One dimensional array: Traversal, Searching (Linear, Binary Search), Insertion of an element in an array, deletion of an element from an array, Sorting (Insertion, Selection, Bubble sort), concatenation of two linear arrays, merging of two sorted arrays;

Two-dimensional arrays: Traversal, Finding sum/difference of two NxM arrays containing numeric values, Interchanging Row and Column elements in a two dimensional array;

Stack (Array and Linked implementation of Stack):

Operations on Stack (PUSH and POP) and its Implementation in C++, Converting expressions from INFIX to POSTFIX notation and evaluation of Postfix expression;

UNIT 3: DATABASES AND SQL

Database Concepts:

Relational data model: Concept of domain, tuple, relation, key, primary key, alternate key, candidate key;

Structured Query Language:

General Concepts: Advantages of using SQL, Data Definition Language and Data Manipulation Language;

Data types: NUMBER, CHARACTER, DATE;

SQL commands:

CREATE TABLE, DROP TABLE, ALTER TABLE, UPDATE...SET..., INSERT, DELETE; SELECT, DISTINCT, FROM, WHERE, IN, BETWEEN, GROUP BY, HAVING, ORDER BY; SQL functions: SUM, AVG, COUNT, MAX and MIN;

Note: Implementation of the above mentioned commands could be done on any SQL supported software on one or two tables.

UNIT 4: BOOLEAN ALGEBRA

Binary-valued Quantities, Boolean Variable, Boolean Constant and Boolean Operators: AND, OR, NOT; Truth Tables; Closure Property, Commutative Law, Associative Law, Identity law, Inverse law, Principle of Duality, Idem potent Law, Distributive Law, Absorption Law, Involution law, DeMorgan's Law and their applications;

Use of Karnaugh Map for minimisation of Boolean expressions (up to 4 variables);
Basic Logic Gates (NOT, AND, OR, NAND, NOR) and their use in circuits.

UNIT 5: COMMUNICATION AND OPEN SOURCE CONCEPTS

Evolution of Networking: ARPANET, Internet, Interspace;
Different ways of sending data across the network with reference to switching techniques;

Data Communication terminologies:

Concept of Channel, Baud, Bandwidth (Hz, KHz, MHz) and Data transfer rate (bps, kbps, Mbps, Gbps, Tbps);

Transmission media:

Twisted pair cable, coaxial cable, optical fiber, infrared, radio link, microwave link and satellite link.

Network devices:

Modem, RJ45 connector, Ethernet Card, Hub, Switch,

Gateway; Network Topologies and types:

Bus, Star, Tree; Concepts of LAN, WAN, MAN

Network Protocol:

TCP/IP, File Transfer Protocol (FTP), PPP, Level-Remote Login (Telnet), Internet, Wireless/ Mobile Communication, GSM, CDMA, WLL, 3G, SMS, Voice mail, Application Electronic Mail, Chat, Video Conferencing;

Network Security Concepts:

Threats and prevention from Viruses, Worms, Trojan horse, Spams

Use of Cookies, Protection using Firewall;

India IT Act, Cyber Law, Cyber Crimes, IPR issues, Hacking.

