

# **Syllabus Distribution for Term-2**

## **Group : Vocational**

### **Trade : Computer Science**

#### **Paper -1**

#### **Subject : Desktop Publishing (DTP)**

##### **Adobe Photoshop**

Installation of Photoshop, Configuration and Requirements, Managing Files, Forms, Line, Space, Texture, Color, Typography, Layouts etc, Still Life Layouts, Color Layouts, Poster Design, Image Scanning, Resolution, Size File and Formats of Images, Gray Scale and Color Option, File Conversion Reducing the Memory Space.

##### **WORD PROCESSING**

###### **MS-Word**

Starting, Introduction to Tabs and Ribbons, Creating a Document, Opening a Document, Saving a Document, Navigation of Cursor, Editing Text, Formatting Text, Viewing Documents.

###### **Formatting Document**

Line spacing, Paragraph spacing, Setting Tabs, Indenting Text, Aligning text, Adding Headers and Footers, Numbering Pages, Inserting a Table, Proofing a Document, Spell- Check Utility, Automatic Spell-Check, Auto Text, Auto Correct, Printing a Document, Mail Merge.

###### **MS-Excel**

Starting MS-Excel, Opening a Worksheet, Saving a Worksheet, Spread sheet operations, Entering Numbers, Text, Dates and Time, Formulas, Editing the Worksheet - Inserting/ Deleting Cells, Rows, Columns, worksheet), Printing a Worksheet, Formulas and Functions, Cell Referencing, Using Text, Date and Time in a Formula, Arrays and Named Ranges, Charts, Creating a Chart, Editing a Chart, Macros - Creating and Running Simple Macros, Creating and Running Menu Macros.

## **Paper -2**

### **Subject : OBJECT ORIENTED PROGRAMMING IN C++ (OOP in C++)**

#### **Objects and Classes**

Basics of object and class in C++, Private and public members, static data and function members, constructors and their types, destructors, operator overloading, type conversion

#### **Polymorphism**

Pointers in C++, Pointers and Objects, this pointer, virtual and pure virtual functions, Implementing Polymorphism

#### **I/O and File Management**

Concept of streams, cin and cout objects, C++ stream classes, Unformatted and formatted I/O, manipulators, File stream, C++ File stream classes, File management functions, File modes, Binary and random Files

#### **Templates, Exceptions Handling**

What is template? function templates and class templates, Introduction to exception, try-catch-throw, multiple catch, catch all, re throwing exception, implementing user defined exceptions, Overview and use of Standard Template Library

## **Paper -3 NETWORKING**

### **Network Topologies and Access Methods**

Bus Topology, Star Topology, Ring Topology, Mesh Topology.

### **Protocols**

TCP/IP, IPv4, IANA, Classful Network.

### **Transport Layer Protocols**

TCP and UDP

### **Server Operating Systems**

Servers - Microsoft Window Servers, Unix, Linux.