Syllabus Distribution for Term-1
Group : Vocational
Trade : Computer Science

Paper -1

Subject : Desktop Publishing (DTP)

Introduction to DTP

What is Desktop Publishing, Introduction to different DTP Software, Uses of DTP and Print Documents, Advantages and Disadvantages of DTP over Word Processing, Hardware and Software Requirements for DTP, Installation of DTP Software and Fonts.

Basics of Pagemaker

Document Planning, Page Layout, Margin, Tabs, Rulers, Header, Footer, Fonts, Styling, Frames, Master Page Concept, WYSIWYG etc, use of File, Edit, Page, Frame, Font, Graphics and Option Menu.

Corel Draw

Installation of Corel Draw and Minimum Configuration Requirements, Managing Files, Using the Drawing Tools, Manipulating the Objects, Moving the Objects, Reshaping Objects, Previewing your Drawing, Filling and Outfitting the Objects, Shaping Objects, Changing Object Position, Surfing through Opening Interface for All Tools and Menu, Working with Text, Editing Text, Modifying Special Effects, Fonts and Choosing Artistic and Paragraph Text, Color, Modeling System, Creating Custom Colors, Customizing Color Palettes, Using the Corel Clip Board, Working with Objects, Zooming, Dragging and other Features, Creating Special Effects, Object Perspective, Envelopes, Blending Objects, Extrusion, Corel Photo Point, Corel Chart, Corel Movie, use of Contour and Lens Effects, Cropping and Bitmaps.

MS-Power Point

Introduction, Working with Power Point, Creating a New Presentation, Saving and Closing a Presentation, Opening an Existing Presentation, Inserting and Deleting Text, Moving and Copying Text, Formatting Text, Changing Text Attribute Styles, Changing Bullet Characteristics, Aligning, Line Setting, Paragraph Setting, Changing Slide Color Scheme, Using Masters, Slide, Title, Handout, Notes, Editing Text, Viewing a Presentation in Different View, Adding and Deleting Slide, Selecting Text, More About Presentation,

Drawing Objects - Lines, Arcs, Rectangles, Ellipses, Drawing Freeform Shapes, Auto Shape Feature in Power Point, Rotating Objects, Modifying Colors and Lines, Adding Headers and Footers, Inserting MS-Excel Worksheet, Printing Presentation Components

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

C++ Language Features
Overview, History, How C++ differs from C, Program structure, namespace, identifiers, variables, constants, enum, operators, typecasting, control structures, IO Streams, cout, cin and cerr object, Comparison of cout and cin with print() and scan(), Basics of Console Input and Output, Constant Pointers, Dynamic Memory Allocation

OOPS
Introduction OOP, Procedural vs Object Oriented Programming, Principles of OOP, Benefits and applications of OOP

Function
Simple functions, Call and Return by reference, Inline functions, Macro Vs. Inline functions, Overloading of functions, default arguments, friend functions, virtual functions. 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

Inheritance
Concept of Inheritance, types of inheritance - single, multiple, multilevel, hierarchical, hybrid, protected members, overriding, virtual base class

Introduction to Networking

Classification of Networks - LAN, MAN, WAN.

Networking Models

Peer to Peer, Client/ Server, Internet, Intranet & Extranet.

The OSI Model

Layer 1 - Physical, Layer 2 - Data Link, Layer 3 - Network, Layer 4 - Transport, Layer

5 - Session, Layer 6 - Presentation, Layer 7 - Application.

Terminologies and Technologies

Signaling Methods, Multiple Signaling Methods, Data Transmission Methods, Channel Access Methods, Ethernet, CSMA/CD, CSMA/CA, Token Passing, Addressing Methods.