Computer Studies scheme

J. S. 2

SN	TOPICS	CONTENT

1	Classification of computers	Classification of computers by:-
		1. Generation:
		(i) First, (ii) Second, (iii) Third, (iv) Fourth (v) Fifth
		2. Types
		  i. Analog ii. Digital iii. Hybrid
		3. Size
		  i. micro computer ii. mini computer
		  iii. mainframe iv. super computer
		4. Degree of Versatility:
		  i. General-purpose ii. special-purpose

2	The Computer System	1. Concept of computer system
		2. Components of computer system
		  i. Hardware Components
		  - Arithmetic and logic unit
		  - Control unit
		  - Memory
		  - Output device
		  - External storage device
		  ii. Software Components
		  - System software
		  - Applications software
		  iii. People – ware Components
		  - Computer professionals
		  - Computer users

3	Computer Software	1. Definition of software

		2. Types and Examples of software: i. System software (operating system) ii. Application software (word processing, spreadsheet, graphics etc.)
4	Operating Systems	1. Definition of an Operating System (OS) 2. Examples of operating systems; (i) DOS (ii) Windows (iii) Linux (iv) Unix 3. Functions of Operating systems: (i) Resource allocation (ii) system monitoring (iii) utilities.
5	Number Bases	Number bases: i. Decimal ii. Binary iii. Octal iv. Hexadecimal
6	Units of storage in computer	Units of storage i. Bit ii. Nibble iii. Byte iv. Word

7	Programming Language	1. Meaning of computer program 2. Computer Programming Language: i. Meaning ii. Examples (Logo, Basic etc.)
8	BASIC Programming	1. Basic Language: i. Meaning of BASIC ii. Basic character set 2. Key BASIC statements: i. Line number ii. Remark (REM) iii. Assignments (LET, INPUT, DATA) iv. Output statement v. Print vi. Programme Terminator (END, STOP)

		3. Simple BASIC statements

9	Graphic Packages I	1. Meaning of graphic packages
		2. Examples of graphic packages
		    i. Paint
		    ii. Corel draw
		    iii. Instant artist
		    iv. Harvard graphics
		    v. Photo shops
		    vi. Logo graphic etc.
		3. Features
		    i. Tool bar
		    ii. Menu bar
		    iii. Printable area
		    iv. Colour palette, etc.

10	Graphic Package II	The Paint
		    i. Paint
		    ii. Paint tools and their function

| 11 | ICT as a Transformational Tools | (i) Computers (ii) Telephone(GSM) (iii) Cellular networks (iv) Satelite communication (v) Television (vi) Internet
3. Benefits of ICT
i. timely, better and cheaper access to knowledge and information
ii. Speeds up transactions and processes;
iii. Causes human beings to interact with each
   other in new ways
iv. Distance becomes irrelevant in business
   transaction and dealings.
 v. Innovative ways of interaction
4. Disadvantages of ICT
i. job loses
ii. threatens other areas/fields of human |

	T	endeavour etc.
12	ICT Gadgets	1. THE GSM 2. FAX MACHINE 3. TELEPHONE ETC
13	Internet I	1. Definitions i. Internet (the largest computer network in the world ii. E-mail address
14	Internet II	1. Internet environment 2. Uses of the internet i. Sending mails ii. chatting 3. Network groups

15	Computer Ethics	1. Responsible use of computers and internet
		    i. Avoiding liquid dropping into the system
		    ii. Using dust cover
		    iii. Protection from power problem
		    iv. Unplugging the system when not in use for long
		    v. Check email regularly
		    vi. Give prompt and polite response to mails
		2. Area of Misuse of Computers:
		    i. Invasion of privacy (hacking)
		    ii. Computer Virus
		    iii. Fraud
		    iv. Stealing
		    v. Pornography
		    vi. Cyber war
		    vii. Piracy of software
		    viii. Plagiarism

16	Safety Measures	Safety Measures
		    i. The sitting posture
		    ii. Using the anti-glare protector
		    iii. Positioning of monitor base
		    iv. Illuminating the computer room

Overlapping vertical text in the second column: **THIRD TERM (JS 2)**