

**COMPUTER SCIENCE- X
QUARTER (APRIL 15 TO JUNE 15)**

UNITS	CONTENTS	NO. OF PERIODS
1. Review of Autodesk 3D Max	1.1 What is 3D? 1.2. Navigation and Display 1.4 Parenting & Grouping objects	1.3. Creating Objects & Selecting objects 1.5. Transforming Objects
2. Animation in 3D Max	2.1 Animation 2.2 Editing tools 2.1.1. Keys & Key framing 2.1.3. Parametric vs. Transform Animation 2.1.5. Acceleration 2.1.7. Cycling & linking 2.2.1. Select Modifiers 2.2.3. Editable Object commands 2.2.5. Modify & Transforming sub objects 2.2.7. Spline editing levels	2.1.2. Animation controllers 2.1.4. Animation Playback 2.1.6. Time Configuration 2.2.2. Edit Modifiers 2.2.4. Sub object selection 2.2.6. Mesh editing levels

QUARTER (JULY 15 TO SEPTEMBER 15)

UNITS	CONTENTS	NO. OF PERIODS
3. Customizing & embedding Multimedia components in webpages	3.1 <i>Inserting Multimedia files in webpages</i> 3.1.1 Compatible multimedia files formats for webpages 3.1.2. Embedding Audio file 3.1.4. Embedding Flash file	3.1.3. Embedding Video file

QUARTER (OCTOBER 15 TO DECEMBER 15)

UNITS	CONTENTS	NO. OF PERIODS
4. Web scripting using Java Script	4.1 <i>Review of Java Script of Class IX</i> 4.2 Functions - user defined 4.3 String Object 4.4 Math Object 4.5 Event 4.1.1 Variables & Operators 4.1.3. Iteration (loops) 4.1.5. Pop-up, Boxes-Alert, confirm etc. 4.2.1. Function definition 4.2.3. Function parameters 4.3.1. Syntax 4.3.3. String Methods 4.4.1. Syntax 4.4.3. Array methods 4.5.1. What is event? 4.5.3. On submit event type 4.5.5. HTML 4 Standard Events	4.1.2. If & switch 4.1.4. Window Object 4.2.2. Calling a function 4.2.4. Return statement 4.3.2. String properties 4.3.4. String HTML wrappers 4.4.2. Array properties 4.5.2. An click event type 4.5.4. On mouse over & on mouse out

QUARTER (JANUARY 16 TO MARCH 16)

UNITS	CONTENTS		NO. OF PERIODS
5. Operating web based application	5.1 e-governance 5.2 e-business 5.3 e-learning	5.1.1. What is e-governance 5.1.2. Major e-governance projects in India 5.1.3. Societal imports of e-governance 5.2.1. What is e-business 5.2.3. Societal impact of e-business 5.3.1. What is e-learning 5.3.3. Societal impacts of e-learning 5.2.2. Major e-business portals 5.3.2. Major e-learning sites	6
6. Project	Developing a project on coding a website using HTML, JavaScript & CSS		8

ICT PROJECTS TO BE COMPLETED IN THE ONE ACADEMIC SESSION

WORK EXPERIENCE

1. Urban Park (using AutoCAD)

ART EDUCATION

Green Garbage Game (Using Auto Desk Maya)