

**COMPUTER SCIENCE -IX
QUARTER (APRIL TO JUNE)**

UNITS	CONTENTS			NO. OF PERIODS
1. Revision of Fundamental Concepts	1.1 Review of Photoshop	1.1.1. Opening & Saving 1.1.3. Adjusting Image size	1.1.2. Scanning a photograph 1.1.4. Selection tools	6
2. Multimedia Authoring & Animation (review of Flash & Introduction to Autodesk 3D Max)	2.1 Review of Flash 2.2. Introduction to Autodesk 3D Max. 2.2.2. Navigation and Display 2.2.3. Creating objects & selection 2.2.5. Transforming Objects	2.1.1. Using the toolbar 2.1.3. Frames & layers Publishing the Movie 2.2.1. What is 3D? 3D Basics, Modeling, Animation, Rendering, Object-orientation Coordinate Systems & the Home Grid, Orthogonal vs. prospective View, Changing Views & Viewport Layout, Display modes & Viewport window controls Custom Grids & Snaps g objects & Grouping objects	2.1.2. Animation concepts 2.1.4. About layers 2.1.5. Types of Animation 2.1.6.	10

QUARTER 2 (JULY TO SEPTEMBER)

UNITS	CONTENTS			NO. OF PERIODS
3. Adding styles to WebPages using CSS.	3.1 Review of HTML 3.2 Adding Style sheets 3.3 External Style sheets 3.4 CSS Properties- Border, box, f 3.5 CSS Classes	3.1.1. World Wide Web (www) 3.1.3. Body and Titles 3.1.5. Paragraphs 3.1.7. Lists 3.2.1. Setting the default style sheet language 3.2.3. Header style information : the "STYLE" element 3.3.1. Preferred & alternate style sheets ont, margin 3.5.1. ID	3.1.2. Headers 3.1.4. Heading 3.1.6. Tables 3.2.2. Inline style information 3.2.4. Media types 3.3.2. Specifying external style sheets 3.5.2. Class selectors	16

QUARTER 3 (OCTOBER TO DECEMBER)

UNITS	CONTENTS			NO. OF PERIODS
	4.1.3. Variables & Operators	Variable constraints, types of operators : logical, arithmetic, relational, decision making using if & switch, Iteration - loops, window object, popup boxes - alert, confirm etc.		
5. Database concepts - RDBMS	5.1 Basics of RDBMS 5.2. Data Definition Language 5.3. Data Manipulation Language deleting 5.4. Operating with multiple tables	5.1.1. Purpose 5.2.1. Creating Database & tables 5.3.1. Data input, modify, display & deleting in table. 5.3.2. Ordering & grouping 5.4.1 Union	5.1.2. Data Models 5.2.2. Creating Views 5.4.2. Join	10
6. Network safety of Computer System.	6.1 Network safety 6.2 Network security Tools & Services 6.3. Cyber Security 6.4. Social Networking various practices 6.5. Cloud computing & mobile computing	6.1.1. Social Networking Ethics 6.2.1. Tools 6.2.3. MAN Management 6.2.5. Relational Model 6.3.1. Reasons	6.2.2. LAN Management 6.2.4. VOIP 6.3.2. Objectives	4

ICT PROJECTS TO BE COMPLETED IN THE SESSION

WORK EXPERIENCE

- 1. Edible landscape
- 2. Disaster Relief housing

ART EDUCATION (Using Autodesk Maya)

- 1. Save our Flash