



SYLLABUS - 2024- 2025
CLASS - XI
SUBJECT - COMPUTER SCIENCE

Total Marks - 70

Practical - 30

COURSE STRUCTURE

UNIT I: COMPUTER SYSTEMS AND ORGANISATION

- Basic computer organisation: Introduction to Computer System, hardware, software, input device, output device, CPU, memory (primary, cache and secondary), units of memory (bit, byte, KB, MB, GB, TB, PB)
- Types of software: System software (Operating systems, system utilities, device drivers), programming tools and language translators (assembler, compiler, and interpreter), application software
- Operating System(OS): functions of the operating system, OS user interface
- Boolean logic: NOT, AND, OR, NAND, NOR, XOR, NOT, truth tables and De Morgan's laws, Logic circuits.
- Number System: Binary, Octal, Decimal and Hexadecimal number system; conversion between number systems
- Encoding Schemes: ASCII, ISCII, and Unicode (UTF8, UTF32)

UNIT II: COMPUTATIONAL THINKING AND PROGRAMMING - I

- Introduction to Problem-solving: Steps for Problem-solving (Analyzing the problem, developing an algorithm, coding, testing, and debugging), representation of algorithms using flowchart and pseudocode, decomposition
- Familiarization with the basics of Python programming: Introduction to Python, Features of Python, executing a simple "hello world" program, execution modes: interactive mode and script mode, Python character set, Python tokens(keyword, identifier, literal, operator, punctuator), variables, concept of l-value and r-value, use of comments
- Knowledge of data types: Number(integer, floating point,complex), boolean, sequence(string, list, tuple), None, Mapping(dictionary), mutable and immutable data types.
- Operators: arithmetic operators, relational operators, logical operators, assignment operators, augmented assignment operators, identity operators (is, is not), membership operators (in not in)
- Expressions, statement, type conversion, and input/output: precedence of operators, expression, evaluation of an expression, type-conversion (explicit and implicit conversion), accepting data as input from the console and displaying output.
- Errors- syntax errors, logical errors, and run-time errors
- Flow of Control: introduction, use of indentation, sequential flow, conditional and iterative flow
- Conditional statements: if, if-else, if-elif-else, flowcharts, simple programs: e.g.: absolute value, sort 3 numbers and divisibility of a number.



- Iterative Statement: for loop, range(), while loop, flowcharts, break and continue statements, nested loops, suggested programs: generating pattern, summation of series, finding the factorial of a positive number, etc.
- Strings: introduction, string operations (concatenation, repetition, membership and slicing), traversing a string using loops, built-in functions/methods-len(), capitalize(), title(), lower(), upper(), count(), find(), index(), endswith(), startswith(), isalnum(), isalpha(), isdigit(), islower(), isupper(), isspace(), lstrip(), rstrip(), strip(), replace(), join(), partition(), split()
- Lists: introduction, indexing, list operations (concatenation, repetition, membership and slicing), traversing a list using loops, built-in functions/methods-len(), list(), append(), extend(), insert(), count(), index(), remove(), pop(), reverse(), sort(), sorted(), min(), max(), sum(); nested lists, suggested programs: finding the maximum, minimum, mean of numeric values stored in a list; linear search on list of numbers and counting the frequency of elements in a list.
- Tuples: introduction, indexing, tuple operations (concatenation, repetition, membership and slicing); built-in functions/methods - len(), tuple(), count(), index(), sorted(), min(), max(), sum(); tuple assignment, nested tuple; suggested programs: finding the minimum, maximum, mean of values stored in a tuple; linear search on a tuple of numbers, counting the frequency of elements in a tuple.
- Dictionary: introduction, accessing items in a dictionary using keys, mutability of a dictionary (adding a new term, modifying an existing item), traversing a dictionary, built-in functions/methods - len(), dict(), keys(), values(), items(), get(), update(), del(), del, clear(), fromkeys(), copy(), pop(), popitem(), setdefault(), max(), min(), sorted(); Suggested programs: count the number of times a character appears in a given string using a dictionary, create a dictionary with names of employees, their salary and access them.
- Introduction to Python modules: Importing module using 'import <module>' and using from statement, importing math module (pi, e, sqrt(), ceil(), floor(), pow(), fabs(), sin(), cos(), tan()); random module (random(), randint(), randrange()), statistics module (mean(), median(), mode()).

UNIT III: SOCIETY, LAW AND ETHICS

- Digital Footprints
- Digital Society and Netizen: net etiquettes, communication etiquettes, social media etiquettes
- Data Protection: Intellectual property rights (copyright, patent, trademark), violation of IPR(plagiarism, copyright infringement, trademark infringement), open source software and licensing (Creative Commons, GPL and Apache)
- Cyber Crime: definition, hacking, eavesdropping, phishing and fraud emails, ransomware, cyber trolls, cyber bullying
- Cyber safety: safely browsing the web, identity protection, confidentiality
- Malware: viruses, trojans, adware
- E-waste management: proper disposal of used electronic gadgets.
- Information Technology Act (IT Act)
- Technology and society: Gender and disability issues while teaching and using computers



SUGGESTED PRACTICAL LIST PYTHON PROGRAMMING

- Input a welcome message and display it.
- Input two numbers and display the larger / smaller number.
- Input three numbers and display the largest / smallest number.
- Generate the following patterns using nested loops:

Pattern-1	Pattern-2	Pattern-3
*	12345	A
**	1234	AB
***	123	ABC
****	12	ABCD
*****	1	ABCDE

- Write a program to input the value of x and n and print the sum of the following series:
 - $1 + x + x^2 + x^3 + x^4 + \dots x^n$
 - $1 - x + x^2 - x^3 + x^4 - \dots x^n$
 - $x + \frac{x^2}{2} + \frac{x^3}{3} + \frac{x^4}{4} + \dots \frac{x^n}{n}$
 - $x + \frac{x^2}{2!} + \frac{x^3}{3!} + \frac{x^4}{4!} + \dots \frac{x^n}{n!}$
- Determine whether a number is a perfect number, an Armstrong number or a palindrome.
- Input a number and check if the number is a prime or composite number.
- Display the terms of a Fibonacci series.
- Compute the greatest common divisor and least common multiple of two integers.
- Count and display the number of vowels, consonants, uppercase, lowercase characters in string.
- Input a string and determine whether it is a palindrome or not; convert the case of characters in a string.
- Find the largest/smallest number in a list/tuple
- Input a list of numbers and swap elements at the even location with the elements at the odd location.
- Input a list/tuple of elements, search for a given element in the list/tuple.
- Create a dictionary with the roll number, name and marks of n students in a class and display the names of students who have marks above 75.



SUGGESTED READING MATERIAL

- NCERT Textbook for Computer Science (Class XI)

HALF-YEARLY/ ANNUAL EXAMINATION: 2024-2025

BLUE-PRINT OF DISTRIBUTION OF MARKS

Sl No	Topic	MCQ (1)	VSA (1)	SA I (2)	SA II (3)	LA I (4)	LA II (5)	Total Marks
I	Computer Systems & Organisation	1 x 2	1 x 2	2 x 3	-	-	-	10
II	Computational Thinking & Programming- I	1 x 6	1 x 5	2 x 2	3 x 1	4 x 3	5 x 3	45
III	Society , Law and Ethics	1 x 2	1 x 2	2 x 3	-	-	5 x 1	15
Total Marks (Questions)		1 x 10 (10)	1 x 9 (9)	2 x 8 (8)	3 x 1 (1)	4 x 3 (3)	5 x 4 (4)	70 (35)

MARKS DISTRIBUTION FOR PRACTICAL EXAMINATION: 30 MARKS

1. Actual Experiment - 20 Marks
 2. Viva voce - 02 Marks
 3. Lab Note Book - 03 Marks
 4. Attendance - 05 Marks
- Total :- 30 Marks**



CLASS- XI
SUB- COMPUTER SCIENCE

WEIGHTAGE TO TYPE OF QUESTIONS

Type of Questions	Marks (70)	Percentage
1. Multiple Choice Questions (MCQ) (1x10) (Inclusive of Assertion, Reason, Differentiation & Stem)	10	14.29
2. Very Short Answer Type Questions (VSA) (1x9) (Inclusive of Assertion, Reason, Differentiation & Stem)	9	12.86
3. Short Answer Type Questions- I (SA-I) (2x8) (Knowledge, Understanding, Application, Analysis, Evaluation, Synthesis & Create)	16	22.86
4. Short Answer Type Questions- II (SA-II) (3x1) (Knowledge, Understanding, Application, Analysis, Evaluation, Synthesis & Create)	3	4.29
5. Long Answer Type Questions - I (LA-I) (4x3) (Knowledge, Understanding, Application, Analysis, Evaluation, Synthesis & Create)	12	17.14
6. Long Answer Type Questions - II (LA-II) (5x4) (Knowledge, Understanding, Application, Analysis, Evaluation, Synthesis & Create)	20	28.57
	70	100

NOTE:-

i) Typology of questions:- MCQ, VSA, Assertion- Reasoning type questions; SA-I, SA-II, LA-I, LA-II, LA- III.

In LA- type questions source-based/ case- study based/ passage based questions may be included.

ii) Approximately 33 % internal choice would be given.