

## SYLLABUS 2020-2021

**Class : VIII**  
**Subject : COMPUTER APPLICATIONS**  
**Book : LOGIX**  
**Publisher : KIPS PUBLICATIONS**

### Term 1

1. Chapter 4- Algorithms and Flowcharts
  - Algorithm
  - Characteristics of an Algorithm
  - Flowchart
  - Features of a Flowchart
  - Advantages & disadvantages of a Flowchart.
  
2. Chapter 5- Introduction To Java
  - Introduction to Java.
  - What is an Object.
  - Class
  - Features of Object Oriented Programming
  - Fundamentals of Java Language
  - Data Types, Operators and operator precedence
  - Java Program Structure with simple Java Programs

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## Term 2

3. Chapter 1- Operating system and graphical user interface
  - Types of software
  - What is an operating system and major facilities provided by the operating system.
  - Need of operating system (user view and system view)
  - Functions of operating system (memory, input/output, device and processor management)
  - Types of operating system (single-user, multi-user, multiprocessing, time-sharing, real time and distributed operating systems)
  - User interface and its types
  - Advantages & disadvantages of GUI over CUI
  
4. Number System
  - Conversion from decimal to binary and binary to decimal
  - Conversion from decimal to octal and octal to decimal
  - Conversion from decimal to hexadecimal and hexadecimal to decimal
  - Conversion from binary to octal and octal to binary
  - Conversion from binary to hexadecimal and hexadecimal to binary
  - Conversion from octal to hexadecimal and hexadecimal to octal
  - Binary arithmetic (Binary addition and multiplication)
  
5. Chapter 6- Decision control structure
  - If Control Structure
  - Programs based on if else.

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### **Term 3**

6. Chapter 6- Decision control structure continues....
  - If with else if and switch statement
  - For loop.

### **Term 4**

7. Chapter 6- Decision control structure continues....
  - For loop continues
  - Worksheet.
8. Cloud Computing
  - Characteristics of cloud computing
  - Types, Advantages and Disadvantages of cloud computing.
9. Computer Project ( webDesign , python/java)

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