Scheme of Study Computer Science 10th Blue GHS No. 4 Abbottabad							
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April	**May**	**June**	**August**	**September**	**October**	**November**	**December**
Chapter 1	**Chapter 2**	**Chapter 3**	**Chapter 3**	**Chapter 5**	**Chapter 6**	**Chapter 7**	**Revision**
PROGRAMMING TECHNIQUES	**PROGRAMMING IN C**	**INPUT AND OUTPUT HANDLING**	**INPUT AND OUTPUT HANDLING**	**LOOP STRUCTURE**	**COMPUTER LOGIC AND GATES**	**WORLD WIDE WEB AND HTML**	
1.1 Understanding the Problem 1.1.1 The Problem 1.1.2 Problem Analysis 1.1.3 Planning the Solution of Problem. 1.1.4 Candid Solutions of Problem 1.1.5 Selecting the Best Solution 1.2 Algorithms 1.2.2 Role of Algorithms in Problem Solving 1.2.3 Criteria for Measuring Efficiency of an Algorithms 1.2.4 Algorithms for Solving Some Problems 1.3.1 A Flowchart 1.3.2 Importance of a Flowchart for Solving a Problem 1.3.3 Flowchart Requirements 1.3.4 Flowchart Symbol	2.1 Introduction to Programming 2.1.1 Computer Program 2.1.2 Programming Languages 2.1.4 Characteristic of High Level Languages 2.2.1 Integrated Development Environments (IDE) 2.2.2 Modules of the C Programming Environment 2.3.1 Header File 2.3.2 Reserved Words 2.3.3 Basic Structure of C Programming 2.3.4 Comments in C 2.4.1 Variables 2.4.3 Rules of writing Variables Names 2.4.4 Data Types used in C Language 2.4.5 Type Casting 2.4.6 Constant qualifier – const 2.4.7 Declaration and Initialization of Variables	3.1 Input / Output Function 3.1.1 Output Functions 3.1.2 Input function 3.1.3 Statement Terminator (semicolon) 3.1.4 Format Specifiers 3.1.5 Escape Sequences **PRACTICAL** 7. Which are valid variable names (user define words).Use Tic(V) for valid names? 8. Clarify as an integer constant, float, char, string constant or neither. 9. Clarify as a Reserved word, Numeric constant, Character constant, String constant, or none of these.	3.2.1 arithmetic operators 3.2.2 assignment operators (=) 3.2.3 compound assignment operators 3.2.4 increment operators (++) and Decrement operators (--) Decrement operators (--) 3.2.6 relational operators 3.2.7 logical operators 3.2.8 difference between assignment operators (=) and equal to operators (==) 3.2.9 difference between unary operator and binary operator 3.2.10 conditionals operator (? :) 3.2.11 operator and their precedence **Chapter 4** **CONTROL STRUCTURE** 4.1 Control Structure 4.1.1 Control Statements 4.1.2 Conditionals / Selection Statements 4.1.3 If Statement	5.1 Introduction 5.1.1 Loop Structure 5.1.2 The For Loop 5.1.3 The While Loop 5.1.4 The Do – While Loop 5.1.5 The Break Statement 5.1.6 The Continue Statement 5.1.7 Difference between Loop Structures 5.1.8 Nested Loop **Chapter 6** **COMPUTER LOGIC AND GATES** 6.1 Data Representation In A Computer 6.2 Logic Gates 6.2.1 Digital Logic And Logic Gates 6.2.2 Basic Logic Gates 6.2.3 Truth Table	6.2.5 Creating Nand, Nor, Xor, And Xnor Gates Using Basic Gates 6.2.6 Conversion Of Boolean Expression To Logic Circuit 6.3 Simplification Of Boolean Function Using Karnaugh Map 6.3.1 Karnaugh Map 6.3.2 Karnaugh Maps – Rules Of Simplification 6.3.3 Simplification Of Three Variables Boolean Function By K – Map	7.1 Introduction To World Wide Web 7.1.1 Terms Related To Word Wide Web 7.1.2 Types Of Websites 7.1 Introduction To Html 7.2.1 Hypertext Mark – Up Language 7.2.2 Tags Used To Mark- Up Language Html Elements 7.2.3 Html Head And Body Tags 7.3 Text Formatting 7.3.1 Masics Of Text Formatting 7.3.2 Text Formatting Tags And Their Use 7.4 Creating Lists In Html 7.4.1 Types Of Lists 7.4.2 Creating Lists 7.5 Images And Backgrounds 7.5.1 Adding Image On Web Page 7.5.2 Specifying Image Size In A Web Page 7.5.3 Applying Background And Foreground Colors 7.5.4 Applying Background Image 7.6 Hyperlink	

	PRACTICAL 1. Downloading the Turbo C++IDE 2. Installation of Turbo C++ Compiler for Window 7,8,1 or 10. 3. Writing a New program. 4. Formularizing the IDE of Turbo C++ IDE 5. Writing and saving a program in Turbo C++ IDE 6. Compiling a program in C/C++	10. Program which shows the use of print( ) function. 11. Program which shows the use of print( ) function. 12. Write a program to display your Roll Number, Name, College Name, Age and Address 13. Program which shows the use of puts ( ) function. 14. Write a program to display your Name, College Name, and Address using puts function 10 Write a C program to computer the area of a circle for a given radius 11 Temperature in Fahrenheit degrees as input through the keyboard. write a program to convert this temperature into centigrade degrees 12 Write a program that entres your school name and display it on your screen 13 Write a program to input your Name, father, name and	4.1.4 If – Else Statement 4.1.5 The Switch Statement 4.1.6 Using Nested Selection Structures 4.1.7 Difference Among All Selection Structure **PRACTICAL** 24 Write a program that input a number and finds whether it is even or odd using if. Else structure 25 Write a program that will print the greater of two number 26 Write a program that prints the greatest of three number 27 Write a program to input two integers and then to find out whether these number are equal or different. 28 Write a program to input three and then to find out whether these number are equal are different 29 Write a program that will find the greatest of three number 30 Write a program using nested if condition that will enter total marks and assign grades	6.2.4 More Logic Gates With Their Truth Tables **PRACTICAL** 33 Write a program to display number from 1 to 10 by using for loop. 34 Write a program to display number from 10 to 1 by using for loop. 35 Write a program that print the table of 2 36 Write a program that inputs table number and length of table and then display the table using for loop 37 Write a program to calculate the sum of odd number from 1 to 10 and then print the sum on the screen. 38 Write a program to calculate the sum		7.6.1 Hyperlink 7.6.2 Anchor Tag 7.6.3 Creating A Hyperlink To A Web Page 7.6.4 Creating A Hyperlink Within A Web Page 7.6.5 Creating A Graphical Hyperlink 7.7 Creating Tables 7.8 Creating Frames 7.8.1 Frames 7.8.2 Frameset 7.8.3 Creating A Frameset 7.8.4 Creating Frameset With Multiple Frames 7.8.1 Frames 7.8.2 Frameset 7.8.3 Creating A Frameset 7.8.4 Creating Frameset With Multiple Frames **PRACTICAL** 52 Downloading the HTML editor, notepad++ 53 Installing the notepad++	

		school Name by using gets( ) functions and then display them on screen 14 Write a program that input three number displays the maximum number by using logical operation 15 Write a program that input a character and displays whether it is a vowel or not 16 Write a program that inputs a number and displays whether it is even or old by using logical operator "I" 17 Write a program that input marks of a student and displays "pass" if marks are more than 40 and "fail" otherwise by using conditional operator. 23 Write a program that inputs a number and displays whether it is even or odd by using conditional Operator	31 Write a program to show that and character is vowel or not 32 Write a program that will accept a one character grade code and depending on what grade code is input, displays the basic salary	of even number from 1 to 10 and then print the sum on the screen 39 Write a program to find the factorial of a given number. 40 Write a program that display "Pakistan" for five time using while loop. 41 Write a program to print natural number 1 to 10 in descending order. 42 Write a program that adds all the number from 1to 100 and prints the sum on the screen. 43 Write a program that displays first five number and there sum using while loop 44 Write a program to display the following series.10 20 30 40 50 60 70 80 90 100.			