Syllabus: Computer Science

Paper I



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1. **OPERATING SYSTEMS:**

Operating system, services in 0.5, windows 98, Windows NT, LINUX, File systems, Multitasking, Multiprogramming, Memory Management,

G.U.I., Security threats, computer Viruses, Worms, Security.

2. Data Structure-

Introduction to data structure operation, Algorithmic notations, control structures, Arrays. Representation in memory, Transversing, Deleting, Sorting Printer array, Records in memory using, array. Linked list, Representation in memory. Trees, Binary trees.

3. **C**++-

Introduction of C++, Arrays, Pointers, references, strings principle of object oriented programming, classes and object, constructors and destructors, operator overloading and type conversions, inheritance, virtual function and polymorphism class,

4. HTML-

Introduction to HTML, advantage and disadvantage of HTML, study of tags, < HEAD>, <TITLE>, <BODY>, <P>, < BR>, , , <PRE>, <MARQUE>, <STUDY OF FONTS-, <I>, <U>, <BIG>, <SMALL>, <SUB>, <SUP>, , <STUDY OF TABLES -<TABLE>, <CAPTIONS>, <TR>, <TH>, <TD>

STUDY OF IMAGE -HREF, HR, SRC, ALT, HEIGHT, WIDTH, ALIGN Use of scripting..