COMPUTER APPLICATION
Class-XI

Lesson: 1   **Fundamentals of Information Technology**
Computer System, Components of Computer System, Software & its types
Trends in IT

Lesson: 2   **NUMBER SYSTEM & LOGIC GATES**
Introduction to Number system, Types of Number system, Conversion between
Number Systems, Logic Gates, Proof of NAND and NOR as Universal Gates,
Demorgan Law

Lesson: 3   **INTRODUCTION TO PROGRAMMING LANGUAGES**
Introduction, Concept of Program, Programming and Programmer, Programming
Languages, Language Translator, Types of Errors

Lesson: 4   **INTRODUCTION TO OOP WITH JAVA**
Introduction to Object Oriented Programming, Principles of Object-Oriented
Programming - abstraction, encapsulation, inheritance and polymorphism, Introduction
to Java, History of Java, Features of Java , Basic Structure of Java Program ,
Creating an Executing a Simple Java Program , Basic Elements for Java Programming:
character set, tokens, comments

Lesson: 5   **DATA TYPES AND OPERATORS IN JAVA**
Data Types, Variables, Operators , Expressions , Precedence of Operators
Type Conversion

Lesson: 6   **CONTROL STATEMENTS IN JAVA**
Introduction, Branching Statements: if else, switch case, Looping Statements: for,
while, do while, Jumping Statements: break, continue

Lesson 7:   **CLASSES AND OBJECTS**
Class, Objects, Static Members, Constructors, Overloading in Java (Methods and
Constructors)

Lesson 8:   **STRINGS AND WRAPPER CLASSES**
Strings, Performing operations on Strings, Wrapper Classes

Lesson 9 :   **INHERITANCE**
Inheritance and its types, Interfaces , Use of super method, Abstract Class and Methods
Method Overriding, Final Class, Method and Variables