INFORMATION TECHNOLOGY (XI)

<u>CODE No. - (802)</u>

Session - 2021-22

Annual Examination March/April, 2022

Max. Marks- 30

TERM-II	UNITS	MAX. MARKS for Theory	
Employability Skills	Unit 4 : Entrepreneurial Skills-III		
	Unit 5 : Green Skills-III	5	
Subject Skills	*Unit -2 : Networking And Internet	5	
	Unit-4: RDBMS	10	
	Unit-5: Fundamentals of Java	10	
	TOTAL	30	

* Topics from Term1

* UNIT 2: NETWORKING AND INTERNET

S. NO.	LEARNING OUTCOMES	THEORY
1.	Understand cybercrime and the need of Cyber Security	 Network safety concerns: (Digital Footprints, Threats, Virus, Worm, Trojan Horse, Spam, Malware, DoS Attacks, Eavesdropping, Adware, Spyware, Snooping) Networking Security Measures (Antivirus, Firewall, Login ids and Password) Cyber Crime (Phishing, Pharming, Spoofing, Cyber Bullying, Hacking, Cracking, Identity Theft, Cyber Stalking, Cyber Trolling, Cyber Safety (Netiquettes, IT Act, Cyber Laws)

UNIT 4: RDBMS

S. NO.	LEARNING OUTCOMES	THEORY	PRACTICAL
1.	Understand Relational Database Management System	 Database and its purpose Components of a table Relational Database Model Terminology (Relation, Tuple, Attribute, Cardinality) Keys (Primary, Candidate, Alternate, Foreign) 	 Installation of MYSQL Simple calculations in MYSQL
2.	Introduction to MYSQL	 Introduction To MYSQL Classification of MYSQL commands (DDL, DML) Data Types in MYSQL (char, varchar, decimal, int, date, time) Create database Create table View structure of a table Add constraints in table Modify structure Show all tables created in a database Delete structure 	 CREATE DATABASE USE CREATE TABLE DESCRIBE SHOW TABLES ALTER TABLE DROP TABLE
3.	DML Commands	 Add rows to a table Viewing content of a table Display selected data depending on specific condition Display data in a order modify the data stored in a table delete contents of a table 	 INSERT INTO UPDATE DELETE Using WHERE, ORDER BY, DISTINCT, LIKE, BETWEEN, IN

UNIT 5: FUNDAMENTALS TO JAVA PROGRAMMING

S. NO.	LEARNING OUTCOMES	THEORY	PRACTICAL
1	Understand Integrated Development Environment (NETBEANS)	 Components of IDE Understand and change Properties and methods of Components like jButton, jLabel, jTextField, jTextarea, jRadiobutton, jCheckbox, jPasswordField, jListBox, jComboBox 	 Create a project Create a JFrameForm container Add a button component on JFrameForm and change properties like text, font, foreground etc using properties window Add other container controls like jTextField , jTextarea, jRadiobutton, jCheckbox, jPasswordFieldjListBox, jComboBox and change their properties
2	JAVA Programming	 Introduction to Object Oriented Programming To understand various data types (primitive) and purpose of each data type To understand the need and usage of variables To understand usage of operators (assignment, arithmetic, relational, logical, bitwise) To understand how to attach a code with components like jButton, jLabel, jTextField and create a simple application on JFrame To understand the use of various components like jTextarea, jRadiobutton, jCheckbox, jPasswordField, jListBox, jComboBox, JTable, JOptionPane, JPanel To understand when to use selection statements (if, if else and switch case) 	 Display message Using jlabel and jtextField Join two text entries and display them Write code to close the application Using Joption Pane display a message "welcome to INFORMATION TECHNOLOGY" Perform simple arithmetic calculation using operators and display the result Write the code to find simple interest Write code to perform an operation based on the criteria input by the user in a checkbox or radio button change the background colour of jbutton based on the colour selected from the jListBox /jComboBox accept marks in 5 subjects and find out the total, percentage. Also display grade depending on the total marks obtained. Enter a character and find out it is vowel or consonant