



## “O” Level

### Information Technology Tools and Network

- Introduction to Computer
  - ◆ Computer and Latest IT gadgets
  - ◆ Evolution of Computers & its applications
  - ◆ IT gadgets and their applications
  - ◆ Basics of Hardware and Software
  - ◆ Central Processing Unit
  - ◆ Input devices
  - ◆ Output devices
  - ◆ Computer Memory & storage
  - ◆ Application Software
  - ◆ Systems Software
  - ◆ Utility Software
  - ◆ Open source and Proprietary Software
  - ◆ Mobile Apps
- Introduction to Operating System
  - ◆ Operating System
  - ◆ Basics of Operating System
  - ◆ Operating Systems for Desktop and Laptop
  - ◆ Operating Systems for Mobile Phone and Tablets
  - ◆ User Interface for Desktop and Laptop
  - ◆ Task Bar
  - ◆ Icons & shortcuts, running an application
  - ◆ Operating System simple setting
  - ◆ Using mouse and changing its properties
  - ◆ Changing system date and time
  - ◆ Changing display properties
  - ◆ To add or remove Program and its features
  - ◆ Adding, removing & sharing Printers
  - ◆ File and Folder management
  - ◆ Types of file extensions
- Word Processing
  - ◆ Word Processing Basics
  - ◆ Opening Word Processing Package
  - ◆ Title Bar, Menu Bar

- ◆ Toolbars & Sidebar
- ◆ Creating a New Document
- ◆ Opening and Closing Documents
- ◆ Opening Documents
- ◆ Save and Save As
- ◆ Closing Document
- ◆ Using The Help
- ◆ Page Setup, Page Layout Borders
- ◆ Watermark
- ◆ Print Preview
- ◆ Printing of Documents
- ◆ PDF file and Saving a Document as PDF file
- ◆ Text Creation and manipulation
- ◆ Document Creation
- ◆ Editing Text
- ◆ Text Selection
- ◆ Cut, Copy and Paste
- ◆ Font, Color, Style and Size selection,
- ◆ Alignment of Text
- ◆ Undo & Redo
- ◆ AutoCorrect
- ◆ Spelling & Grammar
- ◆ Find and Replace
- ◆ Formatting the Text
- ◆ Creating and using user defined Styles
- ◆ Paragraph Indentation
- ◆ Bullets and Numbering
- ◆ Change case
- ◆ Header & Footer
- ◆ Table Manipulation
- ◆ Insert & Draw Table
- ◆ Changing cell width and height
- ◆ Alignment of Text in cell
- ◆ Delete / Insertion of Row
- ◆ Column and Merging & Splitting of Cells
- ◆ Border and Shading
- ◆ Mail Merge
- ◆ Table of Contents, Indexes
- ◆ Adding Comments, Tracking changes
- ◆ Macros
- Spreadsheet
  - ◆ Elements of Spread Sheet
  - ◆ Creating of Spread Sheet
  - ◆ Concept of Cell Address [Row and Column] and selecting a Cell
  - ◆ Entering Data [text number date] in Cells
  - ◆ Page Setup

- ◆ Printing of Sheet
- ◆ Saving Spreadsheet Opening and Closing
- ◆ Manipulation of Cells & Sheet Modifying / Editing Cell Content
- ◆ Formatting Cell (Font Alignment Style )
- ◆ Cut, Copy, Paste & Paste Special Changing
- ◆ Cell Height and Width
- ◆ Inserting and Deleting Rows Column
- ◆ AutoFill
- ◆ Sorting & Filtering Freezing panes
- ◆ Formulas Functions and Charts
- ◆ Using Formulas for Numbers (Addition, Subtraction Multiplication & Division)
- ◆ AutoSum Functions (Sum, Count, MAX, MIN, AVERAGE)
- ◆ Sort,
- ◆ Filter, Advanced Filter
- ◆ Database Functions ( DSUM, DMIN, DMAX, DCOUNT DCOUNTA)
- ◆ What-if Analysis
- ◆ Pivot table Charts (Bar, Column, Pie Line)
- ◆ Data Validation
- **Presentation**
  - ◆ Creation of Presentation
  - ◆ Using a Template Creating a Blank Presentation
  - ◆ Inserting & Editing Text on Slides Inserting and Deleting Slides in a Presentation
  - ◆ Saving a Presentation
  - ◆ Manipulating Slides
  - ◆ Inserting Table
  - ◆ Adding Pictures
  - ◆ Inserting Other Objects
  - ◆ Resizing and Scaling an
  - ◆ Object Creating & using Master Slide
  - ◆ Presentation of Slides
  - ◆ Choosing a Set Up for Presentation Running a SlideShow Transition and Slide Timings
  - ◆ Automating a Slide Show
  - ◆ Providing Aesthetics to Slides & Printing
  - ◆ Enhancing Text Presentation
  - ◆ Working with Color and Line Style
  - ◆ Adding Movie and Sound
  - ◆ Adding Headers Footers and Notes
  - ◆ Printing Slides and Handouts
- **Introduction to Internet and WWW**
  - ◆ Basic of Computer Networks
  - ◆ Local Area Network (LAN)
  - ◆ Wide Area Network (WAN)
  - ◆ Network Topology
  - ◆ Internet
  - ◆ Concept of Internet & WWW
  - ◆ Applications of Internet

- ◆ Website Address and URL
- ◆ Introduction to IP Address
- ◆ ISP and Role of ISP
- ◆ Internet Protocol
- ◆ Modes of Connecting Internet (HotSpot, Wifi, LAN Cable, BroadBand, USB Tethering)
- ◆ Identifying and uses of IP/MAC/IMEI of various devices
- ◆ Popular Web Browsers (Internet Explorer/Edge, Chrome, Mozilla Firefox, Opera etc.)
- ◆ Exploring the Internet
- ◆ Surfing the web
- ◆ Popular Search Engines
- ◆ Searching on Internet
- ◆ Downloading Web Pages
- ◆ Printing Web Pages
- ◆ Netiquettes, Overview of e-Governance
- ◆ Services like Railway Reservation
- ◆ Passport,eHospital [ORS]
- ◆ Accessing e-Governance Services on Mobile Using “UMANG APP”, Digital Locker
- Digital Financial Tools and Applications
  - ◆ Digital Financial Tools
  - ◆ Understanding OTP [One Time Password]and QR [Quick Response] Code
  - ◆ UPI [Unified Payment Interface]
  - ◆ AEPS [Aadhaar Enabled Payment System]
  - ◆ USSD[Unstructured Supplementary Service Data]
  - ◆ Card [Credit / Debit]
  - ◆ eWallet
  - ◆ PoS [Point of Sale]
  - ◆ Internet Banking
  - ◆ National Electronic Fund Transfer (NEFT)
  - ◆ Real Time Gross Settlement (RTGS)
  - ◆ Immediate Payment Service (IMPS)
  - ◆ Online Bill PaymentOverview of Futureskills and Cyber Security
- Introduction to Internet of Things (IoT)
  - ◆ Big Data Analytics
  - ◆ Cloud Computing
  - ◆ Virtual Reality
  - ◆ Artificial Intelligence
  - ◆ Social & Mobile
  - ◆ Blockchain Technology
  - ◆ 3D Printing/ Additive Manufacturing
  - ◆ Robotics Process Automation
  - ◆ Cyber Security
  - ◆ Need of Cyber Security
  - ◆ Securing PC
  - ◆ Securing Smart Phone

# Web Designing and Publishing

- Introduction to Web Design
  - ◆ Introduction of Internet
  - ◆ WWW
  - ◆ Website
  - ◆ Working of Websites
  - ◆ Webpages
  - ◆ Front End, Back End
  - ◆ Client and Server Scripting Language
  - ◆ Responsive Web Designing
  - ◆ Types of Websites (Static and Dynamic Websites)
- Editos
  - ◆ Downloading free Editors like Notepad++, Sublime Text Editor
  - ◆ Making use of Editors, File creation and editing, Saving
- Html Basics
  - ◆ Introduction
  - ◆ Basic Structure of HTML
  - ◆ Head Section and Elements of Head
  - ◆ Section
  - ◆ Formatting Tags: Bold, Italic, Underline, Strikethrough, Div, Pre Tag
  - ◆ Anchor links and Named Anchors
  - ◆ Image Tag
  - ◆ Paragraphs
  - ◆ Comments
  - ◆ Tables
  - ◆ Lists
  - ◆ Forms
  - ◆ Form Elements
  - ◆ Input types
  - ◆ Input Attributes
  - ◆ Text Input Text Area
  - ◆ Dropdown
  - ◆ Radio buttons
  - ◆ Check boxes,
  - ◆ Submit and Reset Buttons
  - ◆ Frames
  - ◆ HTML 5 Introduction
  - ◆ HTML5 New Elements:
    - i) Section, Nav, Article, Aside
    - ii) Audio Tag, Video Tag
  - ◆ HTML5 Form Validations:
    - i) Require, Pattern, Autofocus Attribute
    - ii) email, number, date, Range type
    - iii) HTML embed
    - iv) multimedia, HTML Layout, HTML Iframe
- CSS

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- ◆ Introduction to CSS
- ◆ Types of CSS
- ◆ CSS Selectors
  - i) Universal Selector, ID selector, Tag Selector, Class Selector, Sub Selector, Attribute Selector, Group Selector, CSS
- ◆ Properties
  - i) Background, Block, Box, List, Border, Positioning
- ◆ CSS Lists
- ◆ CSS Tables
- ◆ CSS Menu Design
- ◆ CSS Image Gallery
- CSS Framework
  - ◆ Web Site Development using W3.CSS Framework
  - ◆ W3.CSS Intro
  - ◆ W3.CSS Colors
  - ◆ W3.CSS Containers
  - ◆ W3.CSS Panels
  - ◆ W3.CSS Borders
  - ◆ W3.CSS Fonts
  - ◆ W3.CSS Text,
  - ◆ W3.CSS Tables
  - ◆ W3.CSS List
  - ◆ W3.CSS Images
  - ◆ W3.CSS Grid
- JavaScript and Angular JS
  - ◆ Introduction to Client-Side Scripting Language
  - ◆ Variables in Java Script
  - ◆ Operators in JS
  - ◆ Conditions Statements
  - ◆ JS Popup Boxes
  - ◆ JS Events
  - ◆ Basic Form
  - ◆ Validations in JavaScript
  - ◆ Introduction to Angular JS
  - ◆ Expressions
  - ◆ Modules and Directives
- Photo Editor
  - ◆ Features of Photo Editing
  - ◆ Tools
    - i) Selection Tools
    - ii) Paint Tools
    - iii) Transform Tools
    - iv) Text Tools
  - ◆ Layers
  - ◆ Brightness/ Contrast
  - ◆ Improve Colors and tone

- ◆ Filters
- **Web Publishing and Browsing**
  - ◆ Overview
  - ◆ SGML
  - ◆ Web hosting basics
  - ◆ Documents Interchange Standards
  - ◆ Components of Web Publishing
  - ◆ Document management
  - ◆ Web Page Design Considerations and Principles
  - ◆ Search and Meta Search Engines
  - ◆ WWW, Browser, HTTP
- **Publishing Tools**



# Problem Solving Through Python

- Introduction to Programming
  - ◆ The basic Model of computation
  - ◆ Algorithms
  - ◆ Flowcharts
  - ◆ Programming Languages
  - ◆ Compilation
  - ◆ Testing & Debugging
- Algorithms and Flowcharts to Solve Problems
  - ◆ Flow Chart Symbols
  - ◆ Basic algorithms/flowcharts for sequential processing
  - ◆ Decision based processing and iterative processing
  - ◆ Some examples like:
    - i) Exchanging values of two variables
    - ii) Summation of a set of numbers
    - iii) Decimal Base to Binary Base conversion
    - iv) Reversing digits of an integer
    - v) GCD (Greatest Common Divisor) of two numbers
    - vi) Test whether a number is prime
    - vii) Factorial computation
    - viii) Fibonacci sequence
    - ix) Evaluate 'sin x' as sum of a series
    - x) Reverse order of elements of an array
    - xi) Find largest
    - xii) Number in an array
    - xiii) Print elements of upper triangular matrix etc
- Introduction to Python
  - ◆ Python Introduction
  - ◆ Technical Strength of Python
  - ◆ Introduction to Python Interpreter and program execution
  - ◆ Using Comments
  - ◆ Literals
  - ◆ Constants
  - ◆ Python's Built-in Data types
  - ◆ Numbers (Integers, Floats, Complex Numbers, Real, Sets)
  - ◆ Strings (Slicing, Indexing, Concatenation, other operations on Strings)
  - ◆ Accepting input from Console
  - ◆ Printing statements
  - ◆ Simple 'Python' programs
- Operators, Expressions and Python Statements
  - ◆ Assignment statement
  - ◆ Expressions
  - ◆ Arithmetic
  - ◆ Relational
  - ◆ Logical
  - ◆ Bitwise operators and their precedence

- ◆ Conditional statements
  - i) if
  - ii) if-else
  - iii) if-elif-else
  - iv) Simple programs
- ◆ Notion of iterative computation and control flow
  - i) range function
  - ii) While Statement
  - iii) For loop
- ◆ Break statement
- ◆ Continue Statement
- ◆ Pass statement
- ◆ Else
- ◆ Assert
- Sequence Data Types
  - ◆ Lists
  - ◆ Tuples and dictionary
  - ◆ Concept of mutability
  - ◆ Examples
    - i) Finding the maximum
    - ii) Minimum
    - iii) Mean
    - iv) Linear search on list/tuple of numbers
    - v) Counting the frequency of element in a list using a dictionary
- Functions
  - ◆ Top-down approach of problem solving
  - ◆ Modular programming and functions
  - ◆ Function parameters
  - ◆ Local variables
  - ◆ Return statement
  - ◆ Doc Strings
  - ◆ Global statement
  - ◆ Default argument values
  - ◆ Keyword arguments
  - ◆ VarArgs parameters
  - ◆ Library function-
    - i) input()
    - ii) eval()
    - iii) print()
  - ◆ String Functions:
    - i) count(), find(), rfind(), capitalize(), title(), lower(), upper(), swapcase(), islower(), isupper(), istitle(), replace(), strip(), lstrip(),rstrip(), split(), partition(), join(), isspace(), isalpha(), isdigit(), isalnum(), startswith(), endswith(), encode(), decode()
    - ii) String
    - iii) Slicing
  - ◆ Membership
  - ◆ Pattern Matching

- ◆ Numeric Functions:
  - i) eval(), max(), min(), pow(), round(), int(), random(), ceil(), floor(), sqrt()
- ◆ Date & Time Functions
- ◆ Recursion
- File Processing
  - ◆ Concept of Files
  - ◆ File opening in various modes and closing of a file
  - ◆ Reading from a file
  - ◆ Writing onto a file
  - ◆ File functions-open ()
  - ◆ close ()
  - ◆ read ()
  - ◆ readline()
  - ◆ readlines()
  - ◆ write()
  - ◆ writelines()
  - ◆ tell()
  - ◆ seek()
  - ◆ Command Line arguments
- Scope and Modules
  - ◆ Scope of objects and Names
  - ◆ LEGB Rule
  - ◆ Module Basics
  - ◆ Module Files as Namespaces
  - ◆ Import Model
  - ◆ Reloading Modules
- NumPy Basics
  - ◆ Introduction to NumPy ndarray
  - ◆ datatypes
  - ◆ array attributes
  - ◆ array creation routines
  - ◆ Array From Existing Data
  - ◆ Array From Numerical Ranges
- Indexing & Slicing

# Internet of Things and its Applications

- Introduction to Internet of Things– Applications/Devices, Protocols and Communication Model
  - ◆ Introduction - Overview of Internet of Things(IoT)
  - ◆ The characteristics of devices and applications in IoT ecosystem
  - ◆ Building blocks of IoT
  - ◆ Various technologies making up IoT ecosystem
  - ◆ IoT levels
  - ◆ IoT design methodology
  - ◆ The Physical Design/Logical Design of IoT
  - ◆ Functional blocks of IoT and Communication Models
  - ◆ Development Tools used in IoT.
- Things and Connections
  - ◆ Working of Controlled Systems
  - ◆ Real-time systems with feedback loop e.g. thermostat in refrigerator, AC, etc.
  - ◆ Connectivity models–
    - i) TCP/IP versus OSI model,
    - ii) Different type of modes using wired and wireless methodology
  - ◆ The process flow of an IoT application
- Sensors, Actuators and Microcontrollers
  - ◆ Sensor -
    - i) Measuring physical quantities in digital world e.g. light sensor
    - ii) Moisture sensor
    - iii) Temperature sensor etc.
  - ◆ Actuator –
    - i) Moving or controlling system e.g. DC motor
    - ii) Different type of actuators
  - ◆ Controller–
    - i) Role of microcontroller as gateway to interfacing sensors and actuators
    - ii) Microcontroller vs microprocessor
    - iii) Different type of microcontrollers in embedded ecosystem
- Building IoT applications
  - ◆ Introduction to Arduino IDE–
    - i) Writing code in sketch
    - ii) Compiling-debugging
    - iii) Uploading the file to Arduino board
    - iv) Role of serial monitor
  - ◆ Embedded 'C' Language basics-
    - i) Variables and Identifiers
    - ii) Built-in Data Types
    - iii) Arithmetic operators and Expressions
    - iv) Constants and Literals
    - v) assignment
  - ◆ Conditional Statements and Loops-
    - i) Decision making using Relational Operators
    - ii) Logical Connectives-conditions

- iii) if-else statement
- iv) Loops:
  - (1) while loop
  - (2) do while
  - (3) for loop
  - (4) Nested loops
  - (5) Infinite loops
- v) Switch statement
- ◆ Arrays–
  - i) Declaring and manipulating single dimension arrays
- ◆ Functions-
  - i) Standard Library of C functions in Arduino IDE
  - ii) Prototype of a function
  - iii) Formal parameter list
  - iv) Return Type
  - v) Function call
- ◆ Interfacing sensors–
  - i) The working of digital versus analog pins in Arduino platform
  - ii) Interfacing LED
  - iii) Button
  - iv) Sensors-DHT
  - v) LDR
  - vi) MQ135
  - vii) IR
  - viii) Display the data on Liquid Crystal Display(LCD)
  - ix) Interfacing keypad
- ◆ Serial communication –
  - i) Interfacing HC -5 (Bluetooth module)
  - ii) Control/handle 220V AC supply– interfacing relay module.
- Security and Future of IoT Ecosystem
  - ◆ Need of security in IoT- Why Security?
  - ◆ Privacy for IoT enabled devices-
  - ◆ IoT security for consumer devices-
  - ◆ Security levels
  - ◆ Protecting IoT devices
  - ◆ Future IoT eco system -
  - ◆ Need of power full core for building secure algorithms
  - ◆ Examples for new trends -
  - ◆ AI, ML penetration to IoT
- Soft skills-Personality Development
  - ◆ Personality Development -
  - ◆ Determinants of Personality-
    - i) Self-awareness
    - ii) Motivation
    - iii) Self-discipline etc.
  - ◆ Building a positive personality
  - ◆ gestures

- ◆ Self-esteem
  - i) Self-efficacy
  - ii) Self-motivation
- ◆ Time management
- ◆ Stress management
- ◆ Etiquettes & manners
- ◆ Communication and writing skills-
  - i) Objective
  - ii) Attributes and categories of communication
  - iii) Writing Skills –
    - (1) Resume, Letters, Report, Presentation etc.
  - iv) Interview skills and body language.

