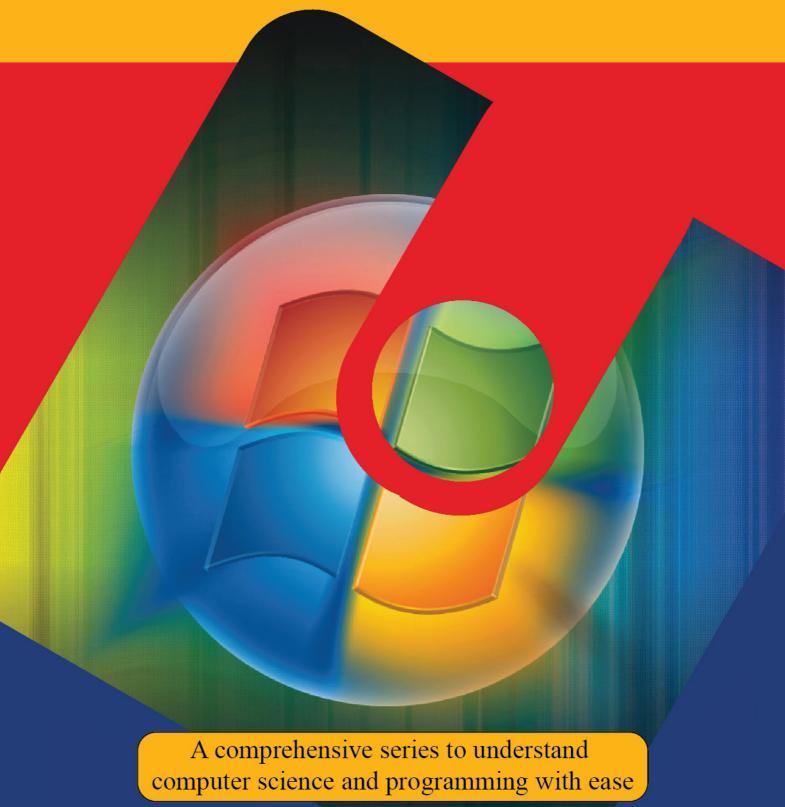
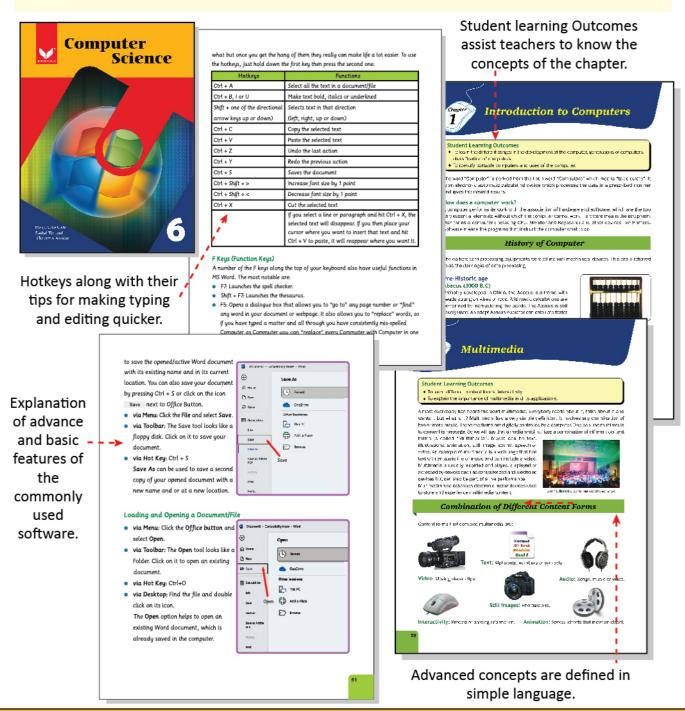


Computer Science

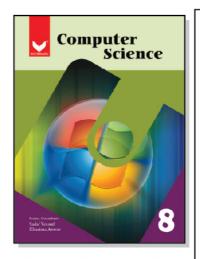


Computer Science Grade 1 – 8

Computer Science series is a comprehensive computing course up to secondary level. This thoroughly revised edition is empowered with colourful pictures, illustrative diagrams, real-life examples, 'Chapter Overview', end-of-chapter 'Exercises', additional information in 'TitBits', 'Research Work' and a 'Glossary' of important terms. It introduces key concepts and provides information on major topics in a very clear and concise manner. It aims to promote technical competencies within the children. The language used in this set of books is simple yet easy to get into the mind of young learners.







Step-by-step procedures to apply on the practical applications of software.

"Dos" is explained with Area of Rectangle emphasis on the types of 10 CIS 20 Scadil W 30 Asso-1 W 40 Patenti engit = 1, Dos commands. Pr 11 G 24e(19/cth=19/



Print Preson Technical

For A = 20 To 1 step - 1

Program to draw Circle

20 REMINISS WANTS MAKE A

40 PAINT (200, 200), 2

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Integrating

BASIC

programs and

flowcharts

along with the outputs develop the

practical and

theoretical

concepts.

Seta 10, 25

Numbers in Desc

About DOS

Student Learning Outcomes

- To explain 1995.
 To differentia a between interval and external contral.
 To learn and apply internal and external commands.
- The computer sortware is typically classified into two major types of programs

1) System Software 2) Application Software The system software consists of instructions that is called "operating system". It is a collection of programs that supervises the operations of CPU, COS is an operating system. In this chapter, work illustrations about DOS.

DOS stands for Disk Operating System. It is in short, the system software that helps to operate the conjour disks. OOS manages the operations compaign printing likewing end, disk storage regards ion, screen it splays and other not the basks that make your computer essient to use. The operating spectralistic file contributed on the date and is generally founded from the road disk into the computer manage. The process of loading the operating system into memory is called "Quoting".



Commands

We can store data permanently and also correct and editilitionly if we tell our computer to do these jobs shrough at not commands. A command is an instruction which is given to the DPU other chestly using the legarisation flowing lying that in perform some specific cade, in other words it is a way to commandate with the computer.

There are two types of commands:

1. Internal Commands

2. External Commands

nging the Format of the Slides slides are a little bland with a white background which can be changed slides are a little bland with a white backgroun. Click the Design tap and select Themes group.



Each shape drawn in Microsoft PowerPoint is said to be an object. You select an object by placing the pointer over the object and clicking the mouse button. "Handles" around the object tell you that it has been selected. The object can

- Deteting Objects
 1. You should have a number of objects when working.
 2. Click the mouse button with the policy.
- object to receive its "handles".
- 3. Press the Backspace or Delete key

Copying Objects

- Click on any object e.g. the Rectangle
 Click Copy button from the Home to displacerd.
- 3. Click Paste button from the Home

Exercise

- Q1: Answer the following questions in detail.
 - ii. How can we change the format of a slide? Explain the sleps to be taken to perform the bask. If Write the method of filling objects.
 - iii) What is the procedure for making shadowed objects?

Fricano

Bata 10, 25 /

er A = 20 to 1 step - 1

Paint (100.106/2)

 $<\overline{3\omega_{\Gamma}}>$

- Q2: Write short answers to the following question:
 - How can an object be deleted from a slide? II) Write the steps to be taken for changing line colour
 - i) Write the method for inserting a new slice.



pe drawn in PowerPoint is said to be an object.

t presentation is used only by businessmen. round the object tell that it has been deleted.

Chart can be inserted through Clip Art.

Antivirus Software

When a computer is infected by a virus, worm. Trojan horse or any kind of malware program, the



Antivirus is a computer program that attempts to identify, neutralize or e iminate malicious software. Antivirus is so named because it is designed to combat computer viruses; however most modern antivirus software are now designed to compat a wice range of threats, including worms, phishing attacks. Trojan horses and other malware. Two different approaches that an antivirus software typically uses are as follows:

 Examining (scanning) files to look for known viruses matching definitions in a virus dictionary. Identifying suspicious behaviour from any computer program which might indicate infection.

Here is a short introduction of some popular entivirus programs:

It is a virus removal too, from McAfee Security. This tool automatically performs virus detection and removal tasks for specific viruses. If your system is infected, this tool will remove the virus and repair any damage.





It runs continuously to monitor your computer for possible viruses. If it detects anything, you will receive an alert indicating the problem and the suggest on to run the antivirus program. The resident shield does not remove viruses though, just werns you that it has found something. You have to run an antivirus program to remove it or find it for yourself and remove it.

Symantec/Norton Antivirus

It is a virus protection program distributed by the Symantec Corporation, offering effective protection features, including infected file quarantine, online virus protection updates and an automatic scheduler. It is designed to start running as soon as your computers operating system starts. It runs in the background, checking all ruinerable files for possible infection by mischleyous programs called viruses and worms. When it detects an fected file, it notifies you and manages it according to your preferences.



Exercises at the and of each chapter enhances the students understanding.

Teaching the commonly used software and its application.



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