

SYLLABUS 2020-2021

CLASS: 12

SUBJECT: COMPUTER TECHNOLOGY

UNIT	CONTENT
1. Adobe Page Maker	1.1 Desktop Publishing 1.2 Introduction to Adobe page maker 1.3 Opening page maker 1.4 Creating a new document 1.8 Understanding story 1.9 Threading text blocks 1.10 Placing text in a frame 1.20 Master pages
2. Adobe InDesign CC 2019	2.1 Introduction 2.2 Understanding pages layout software 2.3 Using InDesign, you can accomplish the following 2.4 Starting adobe indesign CC 2.5 Exploring the Indesign workspace 2.9 Using the tools panel 2.11 Navigating pages 2.16 Working with objects
3. Corel draw	About Coreldraw Understanding Vector graphics and bitmaps Vector graphics Bitmaps Coral draw terms Coral draw 2018 welcome window Coral draw 2018 Document window Exploring flyouts Creating polygons Creating Spiral Drawing Grids Drawing in Freehand mode Resizing shapes of objects Rotating objects Undoing and Redoing

	Existing coral draw Working with objects Working with Text Page Setup
4. Multimedia and Desktop Publishing	4.1 Introduction to Multimedia 4.4 File format for multimedia 4.5 Multimedia production
5. Adobe Flash Professional CS6	5.1 Introduction to Adobe Flash Professional CS6 5.2 Flash Users 5.3 Creations by flash 5.6 Flash workspace 5.7 Flash applications 5.10 Text tool 5.11 Selecting objects 5.14 Creating flash animations
6. Autocad	6.1 Introduction to Autocad 2016 6.2 Starting Autocad 2016 6.3 Autocad Initial screen 6.5 Function Keys 6.6 Working in the command Line interface 6.7 Starting drawing in AutoCAD 6.9 Printing (the drawing plotting)

PRACTICAL

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S.No	Exercise No	Topic
1	1	Pagemaker - Page formatting
2	3	Pagemaker - Creating visiting card
3	4	Pagemaker - Creating Label
4	5	Coral draw - Create a Text
5	7	AutoCAD - Draw a figure
6	8	AutoCAD - Draw a figure using relative rectangular coordinates
7	9	AutoCAD - Draw a figure using relative Polar coordinates