

## COMPUTER SCIENCE SSC-II

### Table of Specifications

Assessment Objectives		Unit 1: Programm ing Technique s 10%	Unit 2: Program ming in C 10%	Unit 3: Input / Output Handling 15%	Unit 4: Control Structur e 15%	Unit 5: Loop Structure 15%	Unit 6: Computer Logic and Gates 15%	Unit 7: World Wide Web and HTML(Major part cover in Practical) 20%	Mark s	Total marks (55 Theory + 25 Practical)	% Cover ed 100%
Knowledge based	Section - A			1(5)(01)	1(6)(01)		1(10)(01)		03	22	29.3%
	Section - B	2(ii)(03)	2(iii)(03)	2(v)(03)	2(vi)(03)		2(xiii)(03)		15		
	Section - C		3-(04)						04		
Understanding based	Section - A	1(2)(01)		1(1)(01) 1(3)(01) 1(4)(01)		1(8)(01)	1(9)(01)	1(11)(01) 1(12)(01)	08	38	50.7%
	Section - B		2(ii)(03)	2(vii)(03)		2(ix)(03) 2(xi)(03)	2(x)(03)	2(xii)(03)	18		
	Section - C				5-(08)		4-(04)		12		
Application based	Section - A					1(7)(01)			01	15	20%
	Section - B			2(iv)(03)		2(viii)(03)			06		
	Section - C	3-(04)					4-(04)		08		
Total marks		08	10	13	12	11	13	8	75	100 %	

\* Unit 7: Major content will examine in Practical paper. 10% covered in Theory paper and remaining will cover in Practical paper. Hence weightage distributed to other units.