4th Quarter COMPUTER Pointers to Review

S.Y. 2017 – 2018

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| Computer 1   * Styling Your Letters * In Rows and Columns * Tables, Letters, and Numbers * Do This, Do That * Decisions, Decisions | Computer 6   * Programming with Scratch * Taking a Closer Look at Scratch * Using Motion Commands and Changing the Sprite’s Looks * Math, Pen, and Sound in Scratch * Creating a Scratch Project |
| Computer 2   * The Computer Live! * A Language of Its Own * Follow The Flow * The Biggest Library * Mind Your Manners * Don’t Risk It! | Computer 7   * Organize your data using tables: Tables in HTML, Basic table tags and other table Tags * Merging Table Cells, Specifying table sizes and Applying Table Border * Colspan & Rowspan * *Web Form:* What is Form and its Basic Components * Web Form: Creating a Simple Form * Web Form: Label Element and Input Element * Web Form: Checkboxes , Radio Buttons, Select Element and Text Area Element * Audio and Video * Audio and Video: *Converting videos in different formats* * Audio and Video: *The<video> tag and Playing the Audio Tag* |
| Computer 3   * Let’s Show and Tell * Slides for Show * Running the Show * Exploring the Web * Mail Without Stamps * Be Nice on E-mail * Step-by-Step Problem-Solving | Computer 8  **CHAPTER 6:**   * Creating a Computerized Library System Using Access 2010 * Get Started! – Create Tables and Establish Relationships * Go Deeper! – Create and Modify Queries * Go Deeper! – Add a Calculated Field to a Query * Improve Your Database Interface * Improve It! – Create and Modify Reports * Finalize Your Database |
| Computer 4   * The Language of Machines * Understanding the Language | Computer 9   * Jump Statements (Break*)* * Jump Statements (Continue) * Jump Statements (Goto) * Switch Statement |
| Computer 5   * Presenting… the Slide Show and Slide Show Action * Beyond the Slide Show * Mixing Media * Creating Autobiography * Make Like a Detective * Flowcharting Symbols * Conditions and Decisions | Computer10  **User Accessibility**   * *Multiple Forms* * *Dialog Box* * *Getting Return Values from Other Forms* * *Menu*   **Accessing Data**   * *Using Text Files* * *Opening and Reading a Text File* * *Manipulating Strings* * *Writing to a Text File* * *Using a Database* * *ADO.Net Model*   **Completing an Application**   * Software Development Life Cycle * The Development Process * Wrapping Up Your Program |