4ᵀᴴ Quarter COMPUTER Pointers to Review
S.Y. 2017 – 2018

Computer 1
- ❖ Styling Your Letters
- ❖ In Rows and Columns
- ❖ Tables, Letters, and Numbers
- ❖ Do This, Do That
- ❖ Decisions, Decisions

Computer 2
- ❖ The Computer Live!
- ❖ A Language of Its Own
- ❖ Follow The Flow
- ❖ The Biggest Library
- ❖ Mind Your Manners
- ❖ Don't Risk It!

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 4
- ❖ The Language of Machines
- ❖ Understanding the Language

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

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 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 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 9
- ❖ Jump Statements (Break*)*
- ❖ Jump Statements (Continue)
- ❖ Jump Statements (Goto)
- ❖ Switch Statement

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