

GSEB Class 12 Computer Studies

Unit-wise syllabus and marks for the 2026-27 session.

UNITS	SESSION
8	2026-27

Exam pattern. GSEB HSC Computer Studies is assessed in two parts: a 100-mark theory paper and a 50-mark practical examination (theory paper duration 2 hours). The theory paper combines MCQs with short and long descriptive questions across all 13 chapters.

Practical. A 50-mark practical/lab component covering hands-on creation of HTML forms and websites in KompoZer, CSS/JavaScript styling and validation, writing and executing Java programs, and producing documents with LaTeX, typically assessed with a practical exam and viva.

#	UNIT AND TOPICS	MARKS
1	Web Page Creation with KompoZer Chapter 1: Creating HTML forms using KompoZer; The <form> tag, action and method (GET/POST) attributes; Input elements: textbox, password, radio button, checkbox, submit, reset; Textarea, select and option (dropdown) elements; building a registration form; KompoZer interface, menus, toolbars and Normal/HTML Tags/Preview edit modes (WYSIWYG)	—
2	Cascading Style Sheets and JavaScript Chapter 2: Cascading Style Sheets and JavaScript; Inline, internal and external CSS; selectors and style properties; Formatting text, colour, background and layout with CSS; Introduction to JavaScript; variables, operators and functions; Client-side form validation and event handling	—
3	Designing a Simple Website Chapter 3: Designing Simple Website using KompoZer; Planning site structure and navigation; Creating and linking multiple web pages; Inserting images, tables and hyperlinks; Publishing and testing a complete website	—
4	E-Commerce and M-Commerce Chapter 4: Introduction to E-Commerce; Models of e-commerce (B2B, B2C, C2C), online transactions and payment systems; Advantages, limitations and security in e-commerce; Chapter 5: Introduction to M-Commerce; Mobile commerce concepts, applications and comparison with e-commerce	—
5	Object-Oriented Concepts and Java Basics	—

#	UNIT AND TOPICS	MARKS
	Chapter 6: Object-Oriented Concepts (class, object, encapsulation, inheritance, polymorphism, abstraction); Chapter 7: Java Basics - features of Java, JVM, structure of a Java program; Data types, variables, operators, expressions; Control statements: if-else, switch, loops; Compiling and running Java programs	
6	Classes, Objects, Arrays and Strings in Java Chapter 8: Classes and Objects in Java - defining classes, methods, constructors, object creation; Access specifiers and the 'this' keyword; Chapter 9: Working with Array and String; Single and multi-dimensional arrays; String and StringBuffer methods and operations	—
7	Exception Handling and File Handling in Java Chapter 10: Exception Handling in Java - try, catch, finally, throw, throws; Built-in and user-defined exceptions; Chapter 11: File Handling - streams, reading from and writing to files; File and directory operations in Java	—
8	Document Publishing and Free Tools Chapter 12: Publishing Documents using LaTeX; LaTeX command syntax, preamble, document classes and packages; Text/paragraph formatting, mathematical typesetting, chapters, sections and table of contents; Page layout using the geometry package; Chapter 13: Other Useful Free Tools and Services (free and open-source software and online services)	—

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