



INFORMATION TECHNOLOGY

Standard Twelve

ARTS



The Constitution of India

Chapter IV A

Fundamental Duties

ARTICLE 51A

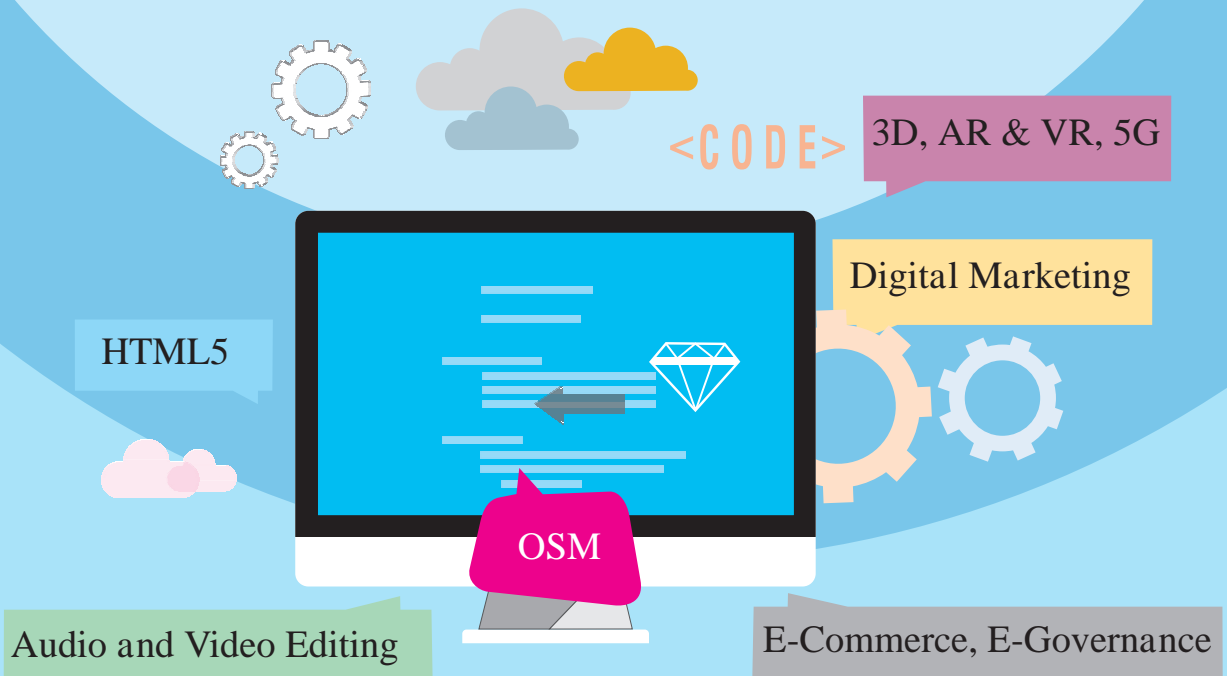
Fundamental Duties- It shall be the duty of every citizen of India—

- (a) to abide by the Constitution and respect its ideals and institutions, the National Flag and the National Anthem;
- (b) to cherish and follow the noble ideals which inspired our national struggle for freedom;
- (c) to uphold and protect the sovereignty, unity and integrity of India;
- (d) to defend the country and render national service when called upon to do so;
- (e) to promote harmony and the spirit of common brotherhood amongst all the people of India transcending religious, linguistic and regional or sectional diversities, to renounce practices derogatory to the dignity of women;
- (f) to value and preserve the rich heritage of our composite culture;
- (g) to protect and improve the natural environment including forests, lakes, rivers and wild life and to have compassion for living creatures;
- (h) to develop the scientific temper, humanism and the spirit of inquiry and reform;
- (i) to safeguard public property and to abjure violence;
- (j) to strive towards excellence in all spheres of individual and collective activity so that the nation constantly rises to higher levels of endeavour and achievement;
- (k) who is a parent or guardian to provide opportunities for education to his child or, as the case may be, ward between the age of six and fourteen years.

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INFORMATION TECHNOLOGY

STANDARD - TWELVE (Arts)



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The digital textbook can be obtained through
DIKSHA App on smart phone by using the Q.R.
Code given on title page of the textbook and useful
audio-visual teaching-learning material of the
relevant lesson.

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Information Technology Subject Committee and Study group

Shri. Sanjay Kulkarni, Chairman
Smt. Neha N. Katti
Shri. Prashant M. Patil
Smt. Vijaya A. Parekar
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Shri. Milind Oka
Shri. Prashant D. Hakim
Shri. Satyawan B. Guram
Shri. Nitin R. Choubey
Dr. Ajaykumar S. Lolage
(Member Secretary)

Cover & Illustrations

Smt. Pradnya Kale
Shri. Sandeep Koli

Typesetting

Textbook Bureau, Pune

Co-ordination

Dr. Ajaykumar Lolage
Special Officer, Work Experience,
Incharge Special Officer,
Health and Physical Education,
Textbook Bureau, Pune

Production

Shri. Sachchidanand Aaphale
Chief. Production Officer
Shri. Sachin Mehata
Production Officer
Shri. Nitin Wani
Asst. Production Officer

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Bureau, Prabhadevi,
Mumbai-400025



The Constitution of India

Preamble

WE, THE PEOPLE OF INDIA, having solemnly resolved to constitute India into a SOVEREIGN SOCIALIST SECULAR DEMOCRATIC REPUBLIC and to secure to all its citizens :

JUSTICE, social, economic and political ;

LIBERTY of thought, expression, belief, faith and worship ;

EQUALITY of status and of opportunity ;
and to promote among them all

FRATERNITY assuring the dignity of the individual and the unity and integrity of the Nation ;

IN OUR CONSTITUENT ASSEMBLY this twenty-sixth day of November, 1949, do HEREBY ADOPT, ENACT AND GIVE TO OURSELVES THIS CONSTITUTION.

NATIONAL ANTHEM

Jana-gana-mana-adhināyaka jaya hē
Bhārata-bhāgya-vidhātā,

Panjāba-Sindhu-Gujarāta-Marāthā
Drāvida-Utkala-Banga

Vindhya-Himāchala-Yamunā-Gangā
uchchala-jaladhi-taranga

Tava subha nāmē jāgē, tava subha āsisa māgē,
gāhē tava jaya-gāthā,

Jana-gana-mangala-dāyaka jaya hē
Bhārata-bhāgya-vidhātā,

Jaya hē, Jaya hē, Jaya hē,
Jaya jaya jaya, jaya hē.

PLEDGE

India is my country. All Indians
are my brothers and sisters.

I love my country, and I am proud
of its rich and varied heritage. I shall
always strive to be worthy of it.

I shall give my parents, teachers
and all elders respect, and treat
everyone with courtesy.

To my country and my people,
I pledge my devotion. In their
well-being and prosperity alone lies
my happiness.

Foreword

Dear Students,

Congratulations to all of you for the successful completion of Std XI and welcome to the second year of Higher Secondary Education. The syllabus of Information Technology (Arts) at Higher Secondary Level has been revised and implemented in view of the fact that computer is used currently as a tool for various applications, especially in the field of e-Banking, e-Commerce, e-Governance, etc. Higher studies and placements, at present, greatly demand human resources with adequate knowledge in computer applications and information technology.

The Information Technology aims to equip students the knowledge, skills and attitudes to become productive employees in the area of computer technology. In this course, you all will gain a perspective to become a successful entrepreneur in Information technology and allied sector. Scope of this textbook also provides you all with the foundation for higher studies. Information technology is one of the most significant growth catalysts for the Indian economy. I am sure after completion of HSC with IT, you will acquire skills and competency to any enter in the upcoming job market.

In Class XI, the syllabus focused on the fundamentals of computer, computer network, basics of website designing and some knowledge of database. You all are also familiar with web page designing. The image creation and manipulation tools such as GIMP a bitmap graphic software and Inkscape a professional quality vector graphic software are there.

The syllabus of Class XII Information Technology (Arts) is a continuation to that of Class XI. Hence the textbook designed in accordance with the syllabus, begins with some advance features of HTML5. Open source softwares like Kdenlive a free and open-source video editing software and Audacity as a digital audio editor and recording software are introduced. **Open Street Map, (OSM)** the project that creates and distributes free geographic data for the world is added in the syllabus along with new technologies such as 3D printing, AR, VR. The concepts such as E-commerce and E-Governance will make students aware about the digitalization process.

I hope this book will meet all the requirements for stepping to levels of higher education and pave the way to the peak of success. Each unit comprises of simple activities and demonstrations which can be done by you on your own.

It is sure if you carefully study the text and practice the laboratory exercises, you will develop confidence in working with website development, web hosting, web analyzing and update your knowledge with new and current technologies.



(Vivek Gosavi)
Director

Pune

Date : 21 February, 2020

Bharatiya Saur : 2 Phalguna 1941

Maharashtra State Bureau of Textbook
Production and Curriculum Research, Pune

For Teachers

Dear Teacher,

The subject Information Technology (**Arts**) is an optional subject of the Higher Secondary Education. The content is developed in view of the fact that it should be useful to the students for their higher studies and they should be able to use computer as a tool. Besides, if somebody wishes a shift towards the IT field in higher education, the syllabus can cater to their needs. Although the field of IT continues to expand rapidly, it is not feasible to expand the size of the curriculum proportionately. As a result, the syllabus has been designed in such a manner to inculcate the current technical knowledge among the students.

The textbook on Information Technology (Arts) is developed as per the approaches and methods used in recent era of internet and web. As the curriculum is activity-based, process-oriented and based on constructivism, it demands higher level proficiency and dedication from the part of the teachers for effective teaching.

This textbook takes two aspects into consideration - **knowledge domain and process domain**. The knowledge area of the curriculum of Class XII is a continuation to that of Class XI. The programming aspects to solve complex problems and handle complex data are introduced. Since we are in an era of Internet, a wide coverage is given to the contents required for designing web pages and developing web applications. Audacity software is included as it has features of recording audio from multiple sources, post-processing of all types of audio, trimming and fading in and out. The video editing software Kdenlive is incorporated to create, move, crop and delete video clips, audio clips, text clips and image clips. The concepts such as E-commerce and E-Governance is also included. The knowledge about the same is must for today's generation.

The process domain gives importance to gain the Creative and logical method and develop interest for deeper investigation. The recent technologies in IT such as 3D printing, 5G, AR and VR are included in the syllabus to give the current technological knowledge to the students. While transacting the concepts through activities, it should be ensured that the students are attaining the skills along with learning outcomes.

The Textbook IT (Arts) is prepared by a team of practicing teachers under the guidance of a panel of subject experts. All possible efforts have been taken to make the books learner-friendly and interesting. There is no denying the fact that our teachers are resourceful and committed, and hence directions towards the right path can make the transaction of the curriculum most effective and productive.

Constructive criticism and creative suggestions for improvement of the book are most welcome.

**Information Technology
Subject Committee and Study Group
Textbook Bureau, Pune**

Competency Statements For Information Technology Standard - XII (All Streams)

Competency

Theory

1. To create awareness and acquire knowledge about new technology.
2. To acquire in-depth knowledge about technologies related to AI, IOT, 3D Printing, 5G.
3. To enable the student to think and create interest in emerging technology from career point of view.
4. To make students aware about concept of E-commerce.
5. To acquire knowledge about scope of E-commerce.
6. To create awareness about different E-commerce websites and discuss its features.
7. To develop higher order logical skills based on basic knowledge acquired in 11th standard.
8. To make students aware about HTML5's advanced tags while developing web page.
9. To make students competent in scripting language to create dynamic web page.
10. To acquire knowledge about concept of object.

Skill Oriented Practicals (SOP)

1. To inculcate web designing skills using advance tags.
2. To make students confident to create website.
3. To develop skills for programming using DOM.
4. To develop ability to create dynamic web pages using advance features.
5. To develop ability to program for server side scripting.
6. To develop skill to create simple PHP Program.
7. To make student aware about connectivity with database.
8. To develop skill in handling accounting package with advance feature.
9. To make student competent to display and print different accounting report.
10. To acquire skills in recording and manipulating audios.
11. To make student skillful to mix audio.
12. To acquire skills to record, create and manipulate video.
13. To enhance the creative ability by mixing and fusion of the different media.

INFORMATION TECHNOLOGY

STANDARD - TWELVE

(Arts)



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