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<p>Chapter 1: Computer Memory</p> <ul style="list-style-type: none"> • Types of Computer Memory • Primary memory • Types of ROM • Secondary Memory • Memory Units • Hard Disk • CD • Blu-ray Disc • Flash Drive • Memory Card 	<p>Chapter 5: Introduction to PowerPoint</p> <ul style="list-style-type: none"> • Introduction to PowerPoint • Uses of Presentation • Starting MS PowerPoint 2016 • Components of PowerPoint 2016 Window • Creating a Presentation • Adding Text in a Placeholder • Inserting a New Slide • Deleting a Slide • Inserting Objects in a Slide • Shapes • Saving a Presentation • Closing a PowerPoint Presentation • Opening a Saved Presentation • Exiting PowerPoint Application
<p>Chapter 2: Working with Windows</p> <ul style="list-style-type: none"> • Windows Desktop • Files and Folders File • File Explorer • Components of File Explorer • Libraries Folder • Creating and Saving a File • Creating a Folder • Opening a File/Folder • Renaming a File/Folder • Deleting a File/Folder • Restoring a File/Folder • Copying a File/Folder 	<p>Chapter 6: More on PowerPoint</p> <ul style="list-style-type: none"> • Creating a New Presentation • Different Presentation Views • Running a Slide Show • Rearranging Slides • Applying Themes • Working with the Slide Master.

<ul style="list-style-type: none"> • Moving a File/Folder • Searching Files/Folders 	
<p>Chapter 3: Working with Objects in Word</p> <ul style="list-style-type: none"> • Inserting a Text Box • Inserting WordArt • Inserting Shapes^[L]_[SEP] • Inserting Pictures • Working with Tables 	<p>Chapter 7: Introduction to Excel</p> <p>Microsoft Excel</p> <ul style="list-style-type: none"> • Components of MS Excel 2016 Window • Entering Data in a Worksheet • Saving a Workbook
<p>Chapter 4: Page Formatting in Word</p> <ul style="list-style-type: none"> • Page Formatting • Setting Page Margins • Indenting Text • Page Orientation • Page Background 	<p>Chapter 8: Playing with Multiple Sprites</p> <ul style="list-style-type: none"> • More Components of Scratch 3.0 • Adding a New Sprite • Show and Hide a Sprite • Importing Sound from Library • Adding a Backdrop