

Class: 7

Chapter # 1

COMPUTER HARDWARE**EXERCISE****Q1:****Write short answers of the following questions.**

i)

Define RAM and ROM.**Ans****RAM:**

Random Access Memory (RAM) is a memory scheme within the computer system responsible for storing data on temporary basis, so that it can be promptly accessed by the processor as and when needed. It is volatile in nature, which means that data will be erased once supply to the storage device is turned off.

ROM:

It stands for Read Only Memory. It contains data permanently. Data of ROM is not lost when power is switched off. It is a nonvolatile memory.

ii)

Briefly differentiate between serial and parallel port?**Ans****Differentiate Between Serial And Parallel Port:**

Serial Port	Parallel Port
Data transfer rate is 1 bit at a time.	Data transfer rate is 8 bits at a time.
It is also called COM(Communication) Port	It is also called LPT (Line Printer) Port.
Mouse and Keyboard are attached with it.	Printer is attached with it.

iii)

What is hard disk?**Ans****Hard Disk:**

It is the permanent storage device of computer. It can hold huge amount of data for a long period of time. It is used to hold operating system which is essential for proper working of computer. It is normally 40 GB to 500 GB. It has the capacity to hold up to 16 Tera Bytes of data.

iv)

What is the purpose of microprocessor?**Ans****Microprocessor:**

It is used to execute all instructions in computer including arithmetic (+ , - , * , /) , relational (>= , <= , = , < >) and logical (AND , OR , NOT) operations.

v)

What is the use of expansion slot?**Ans****Expansion Slot:**

It is a rectangular connector which is used to connect additional components with mother board. Normally it is used to connect LAN (Local Area Network) card, Modem Card , Sound Card and 3-D video card.

Q2:**Fill in the blanks.**

- i. Hard Disk is permanent storage device of computer.
- ii. Parallel port is also called LPT.
- iii. RAM memory is volatile in nature .
- iv. Hardware means physical parts of the computer system.
- v. Port is a socket used to attach a device with computer.

Q3:**Choose the correct answer of the following.**

- i. Data is stored temporarily in:

<input checked="" type="radio"/> a. RAM	<input type="radio"/> b. ROM	<input type="radio"/> c. Motherboard	<input type="radio"/> d. Port
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- ii. All devices are attached to computer through:

<input type="radio"/> a. Hardware	<input checked="" type="radio"/> b. Port	<input type="radio"/> c. Hard disk	<input type="radio"/> d. RAM
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- iii. _____ is attached with LPT port.

<input type="radio"/> b. Mouse	<input type="radio"/> b. Keyboard	<input type="radio"/> c. Digital camera	<input checked="" type="radio"/> d. Printer
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- iv. It uses LASER beam to read data on the surface of the disk:

<input checked="" type="radio"/> b. CD/DVD Drive	<input type="radio"/> b. Port	<input type="radio"/> c. RAM	<input type="radio"/> d. Processor
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- v. It performs Arithmetic, relational and logical operations:

<input type="radio"/> c. Motherboard	<input type="radio"/> b. Port	<input type="radio"/> c. RAM	<input checked="" type="radio"/> d. Microprocessor
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Class: 7**Chapter # 2****Web Development Using HTML****EXERCISE****Q1:****Write short answers of the following questions.****i)****What is HTML ?****Ans****HTML:**

HTML stands for Hyper Text Markup Language, and it is the most widely used language to write Web pages.

- It is not a programming language.
- It is a markup language.
- It is a set of markup tags.

ii)**Write a note on Browser and Text Editor.****Ans****Browser:**

Browser is a software to view HTML documents and display them on monitor's screen. These can be considered as compilers i.e., they convert HTML commands into machine language.

Examples:

- Internet Explorer
- Google Chrome
- Mozilla Firefox

Text Editor:

The application program that allows you too write and edit plain, unformatted text is called text editor. The tags of HTML are written in text editor.

Examples:

- Notepad
- Adobe Dreamweaver
- Coffee Cup HTML Editor

iii)**Which tag is used for hyper linking? Give Example.****Ans****Hyper Linking:**

HTML supports a single tag for hyper linking which is <A> *anchor*.

Examples:

 A little about me

iv)

What is web hosting?**Ans****Web Hosting:**

In order to view the website n internet, it must be published on the internet before accessing it. Publishing of website is commonly called uploading a website.

v)

What is singular and paired tag? Give example.**Ans****Singular Tag:**

Singular or stand-alone tags do not have a companion tag.

Examples:

-
 Line Break
- <HR> Horizontal Line

Paired Tag:

The tags that have a companion tag are called paired tags. Companion tags contains an additional forward slash i.e. </ >

Examples:

- <HTML> </HTML >
- <HEAD> </HEAD >
- <I> </I >
-

Q2:**Fill in the blanks with the correct words.**

- i. A website is a collection of interlinked pages.
- ii. <dl> tag is used for making definition list.
- iii. Table data is defined by <td> tag.
- iv. <HR > tag is used to draw a horizontal line.
- v. Uploading website on internet is called web hosting.

Q3:**Choose the correct answer of the following.**

- i. Software to view HTML document is:

<input checked="" type="radio"/> a. Internet Explorer	b. Notepad	c. MS Word	d. MS Excel
---	------------	------------	-------------
- ii. To display background color we use tag:

a. Background	b. Img	<input checked="" type="radio"/> c. Bgcolor	d. OL
---------------	--------	---	-------
- iii. To link text to another document we use tag:

a. 	b. Table	<input checked="" type="radio"/> c. A Href	d.
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- iv. _____ tag is used to add a picture in webpage:

a. 	<input checked="" type="radio"/> b. A Href	c. < P >	d. < Img Src >
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- v. HTML supports following types of headings:

a. 3	<input checked="" type="radio"/> b. 6	c. 2	d. 5
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Chapter # 3

MULTIMEDIA PRESENTATION**EXERCISE****Q1:**

Write short answers of the following questions.

i)

Define multimedia?

Ans

Multimedia:

Multimedia means that computer information can be represented through audio, video, and animation in addition to traditional media.

ii)

What is a placeholder?

Ans

Placeholders:

iii)

Define any three elements of multimedia?

Ans

Text:

Text is a combination of letters and numbers that a user types with keyboard.

Graphics:

Digital representation of non-text information like drawing, photographs, painting and charts are called graphics.

Animation:

Animation is a technique used to create movement in objects such as cartoon programs.

iv)

Write steps to add background color?

Ans

BACKGROUND COLOR:

- Click on “Design” tab in the ribbon.
- Click on “Format Background” option.
- Select the solid fill color for the background.
- Click Apply.

v)

Write is a slide show?

Ans

Slide Show:

The presentation of slides created in PowerPoint one after another is called as slide show.

Q2:

Fill in the blanks with the correct words.

- i. Slide is a single page of presentation created in PowerPoint.
- ii. Placeholders are the boxes with dotted orders.
- iii. Multimedia is a combination of all or some of the media elements.
- iv. Slide transition is the movement from one slide to another in the slide show.
- v. Sound is a wave off vibration which can be heard by human ears.

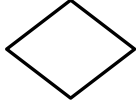

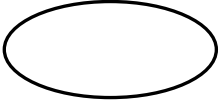

Q3:**Choose the correct answer of the following.**

- i. There are _____ elements off multimedia :
a. 2 b. 3 c. 4 d. 5
- ii. The combination of letters and numbers is called:
a. Alphabets b. Numbers c. Symbols d. Text
- iii. The digital form of non-text information is called:
a. Sound b. Video c. Graphics d. Animation
- iv. The name of the file is seen in PowerPoint on the _____ bar:
a. Menu b. Title c. Scroll bar d. Status
- v. _____ is a hot key to create a new file:
 a. Ctrl + N b. Ctrl + V c. Ctrl + C d. Ctrl + P

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Chapter # 4

PROGRAM PLANNING**WORKSHEET (PAGE: 36)**

SYMBOLS	NAME
	Decision
	Input / Output
	Terminator
	Process

EXERCISE**Q1:****Write brief answers to the following questions.**

i)

Explain the analysis**Ans****Analysis:**

In this step a programmer or an analyst will know about the problem to be solved and the type of information, which are in or out. A programmer must know about the type of machine which will handle the job and which language is used to write the program.

ii)

Define an algorithm and flow chart?**Ans****Algorithm:**

The algorithm is the third step of program designing. In programming all the steps are written in human language step by step to solve the problem. It is the sequence of instructions which are given to a computer.

Flow Chart:

A flow chart is a pictorial, graphical or diagrammatic representation of an algorithm. It uses different types of boxes or symbols to show different types of instructions.

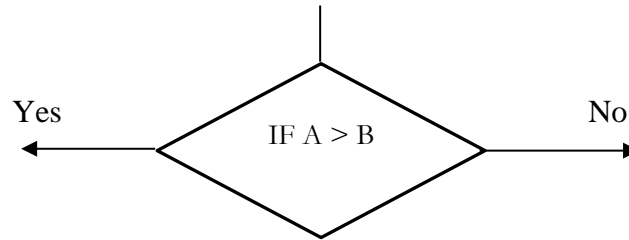
iii)

What is decision symbol?

Ans

Decision Symbol:

This is the diamond symbol which is used to make decisions in a flow chart. It takes decision on the base of the condition which is either "True" or "False".

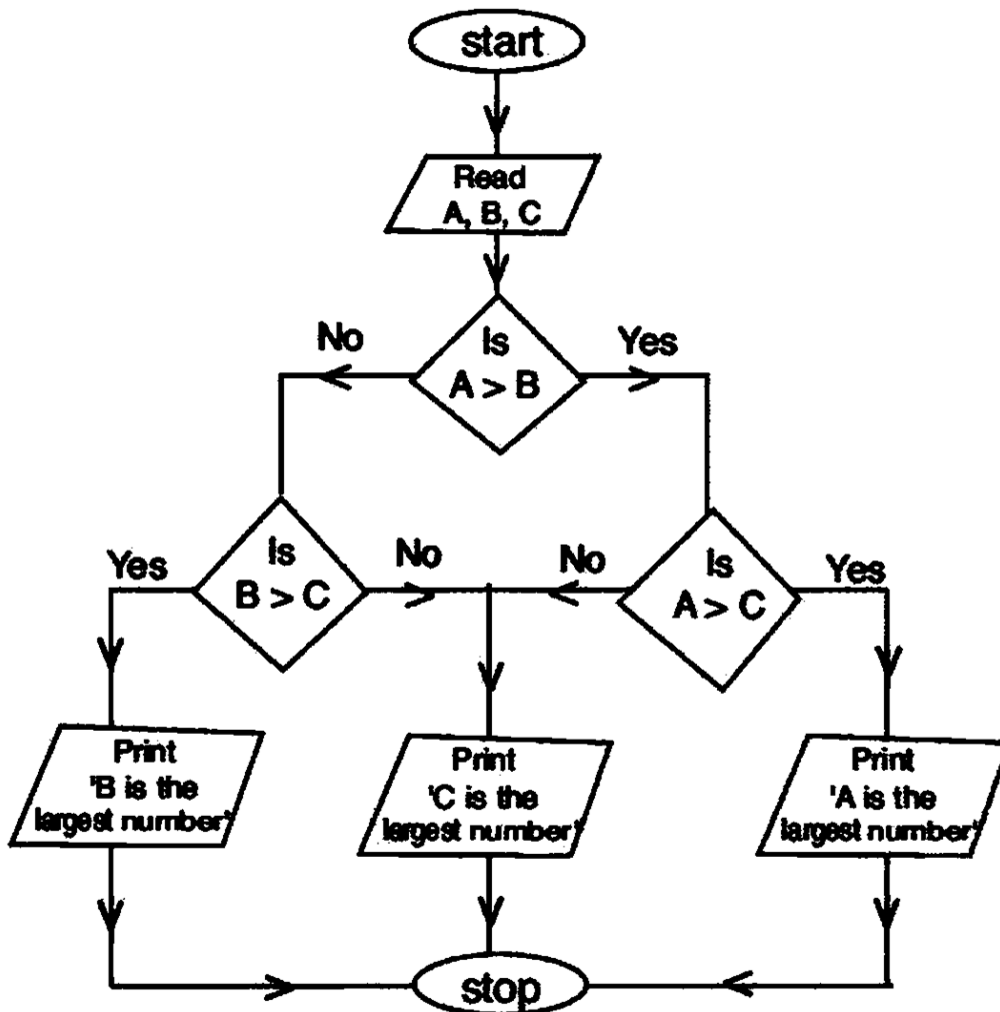


iv)

Draw a flow chart to find out the largest of 3 numbers

Ans

Flow chart of largest 3 numbers:



v)

Write an algorithm to find the sum and average of three numbers.

Ans

Algorithm To Find The Sum And Average Of Three Numbers:

1. Start the process .
2. Read A,B,C
3. Find the sum of A,B,C and store it to S i.e. $S=A+B+C$.
4. Find Average $A=Sum / 3$
5. Print Sum and Average.
6. Stop the process.

vi)

Write an algorithm to find square and cube of a number.

Ans

Algorithm To Find Square And Cube Of A Number:

1. Start the process .
2. Read the number and store it to N.
3. Find square $S=N*N$ and cube $C=N*N*N$.
4. Display S and N.
5. Stop the process.

Q2:

Fill in the blanks with the correct words.

- i. Computer program is a set Instructions.
- ii. In algorithm all the programming steps are written in human language.
- iii. The algorithm is the sequence of instructions, which are given to the computer.
- iv. Writing program in a computer language is called coding.
- v. To find and remove the errors from the program is called debugging.
- vi. Diamond symbol is used for decisions.
- vii. Graphical representation of an algorithm us called flow chart.
- viii. Testing means to check the working of a program.

Q3:

Choose the correct answer of the following.

- i. Computer program is a set of.

a. Statements	b. Instructions	<input checked="" type="radio"/> c. Both a & b	d. Symbols
---------------	-----------------	--	------------
- ii. Algorithm is the _____ step of program development.

a. First	b. Second	<input checked="" type="radio"/> c. Third	d. Fourth
----------	-----------	---	-----------
- iii. Graphical representation of algorithm is called.

a. Algorithm	<input checked="" type="radio"/> b. Flowchart	c. Debugging	d. Symbols
--------------	---	--------------	------------
- iv. Terminator symbol is used for.

a. Input / Output	<input checked="" type="radio"/> b. Start / Stop	c. Decision	d. Flow lines
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- v. The process of writing computer program inn high level language is called.

<input checked="" type="radio"/> a. Coding	b. Processing	c. Debugging	d. Testing
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Chapter # 5

INTRODUCTION TO COMMPUTER LANGUAGES**EXERCISE****Q1:****Write brief answers to the following questions.**

i)

Define Programming Language. What are its types?

Ans

Programming Language:

A programming language is a way of communication between user and computer. It is a set of rules that enables us to write computer programs. It contains some programming commands that tell the computer what to do. And when to do.

Types:

There are two main types of programming language.

- Low Level Language
- High Level Language

ii)

Write a note on Low Level Languages.

Ans

Low Level Languages:

A language which is close to the computer or microprocessor (CPU) is called low level language. In early days of computers, a person who knows the actual working of computer could only write programs for computers.

iii)

Define Translator. Name its types.

Ans

Translator:

“ A translator is a program which converts a program written in high level language into machine code so that computer can understand it easily.”

Types:

There are 3 types of translators

- Assembler
- Compiler
- Interpreter

iv)

Write short note on the following.

- a) **AI-Based Language**
- b) **Assembler**
- c) **Interpreter**

Ans**AI-Based Language:**

AI stands for Artificial Intelligence. These languages are based on special subject of computer sciences. These languages are used to write programs to make our computer Artificially Intelligent.

Assembler:

It translates assembly language program into machine code. These are dependent on the configuration of Microprocessor.

Interpreter:

It translates a program of high level language into machine code line by line. It is very slow as compared to compiler.

Q2:**Fill in the blanks with the correct words.**

- i) C was developed in 1972.
- ii) BASIC stands for Beginner's All Purpose Symbolic Instruction Code.
- iii) Machine Language is directly understandable to computer.
- iv) Grace Hopper developed Assembly Language.
- v) C++ is Object Oriented language.

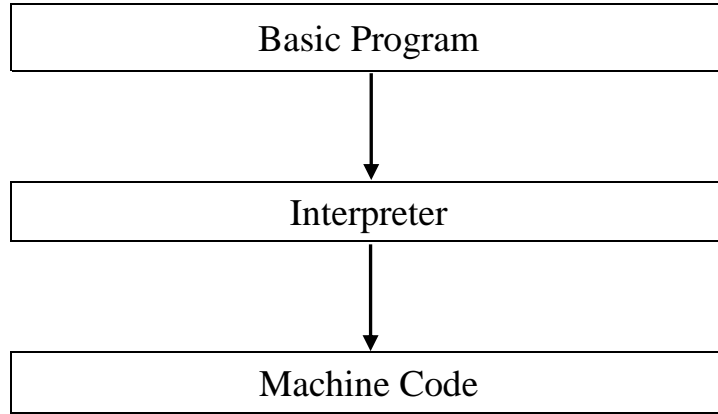
Q3:**Choose the correct answer of the following.**

- i) There are _____ types of programming languages.
 - a. 2
 - b. 3
 - c. 4
 - d. 5
- ii) Visual Basic is _____ language.
 - a. Low level
 - b. High level
 - c. V. High level
 - d. Assembly
- iii) BASIC was developed in_____.
 - a. 1972
 - b. 1963
 - c. 1959
 - d. 1950
- iv) It is translator which is used to translate C/C++.
 - a. Interpreter
 - b. Assembler
 - c. Compiler
 - d. Prolog
- v) Grace Hopper developed this language.
 - a. Machine Language
 - b. Assembly Language
 - c. High Level Language
 - d. Low Level Language

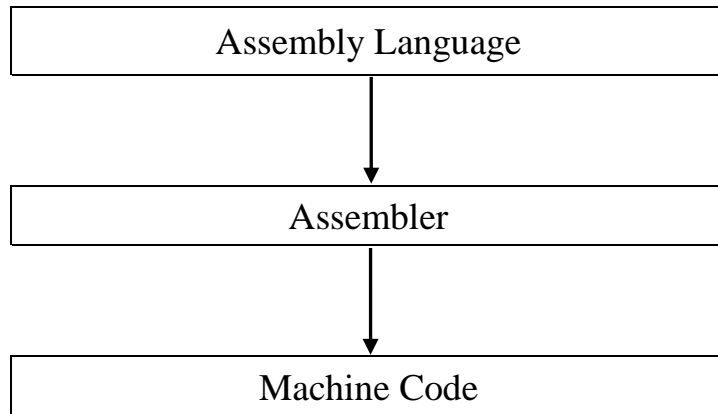
Q4:

Label the following diagrams.

a)



b)



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Chapter # 6

INTRODUCTION TO BASIC**EXERCISE****Q1:****Write brief answers to the following questions.****i)****What is the difference between direct and indirect mode?****Ans****Difference between direct and indirect mode:**

Direct Mode	Indirect Mode
BASIC commands are executed as they are typed.	It is used to type programs.
Results of arithmetic and logical operations can be displayed immediately.	Each program statement is preceded by line number and are stored in memory.
No need to type RUN command.	The program is loaded into memory and executed by RUN commands.

ii)**How to load a BASIC program?****Ans****Load the program:**

- Press “F3” key or type LOAD command.
- Type the name of an existing file (in quotes)
- Press enter.

iii)**Explain at least four rules to write a program.****Ans****Rules to write a program:**

- Each instruction must be written in a separate line.
- Each line starts with a unique line number like 1, 2, 3, or normally we take line numbers as 10, 20, 30 . . .
- Maximum length of a line is 255 characters.
- Line number in a program cannot be repeated.

Q2:**Fill in the blanks with the correct words.**

- i) Programming is a technique to develop a program
- ii) Most languages use English words as statements and commands.
- iii) BASIC was invented at Dartmouth College in 1963.
- iv) GW BASIC can operate in two modes.
- v) There are three common types of errors in programming.

Q3:**Choose the correct answer of the following.**

- i) Which shortcut key is used to apply RUN command in GW BASIC?
a. F1 b. F2 c. F3 d. F4
- ii) $a = 5/0$ is an _____ error.
a. Logical b. Syntax c. Execution d. None
- iii) Modes of operations in BASIC.
 a. 2 b. 3 c. 4 d. 5
- iv) Which shortcut key is used to load a BASIC Program?
a. F2 b. F3 c. F4 d. F5
- v) Which shortcut key is used to save a Program?
a. F2 b. F3 c. F4 d. F5
- vi) Command used to Delete a file is _____?
 a. Kill b. Delete c. New d. Auto
- vii) Command used to Rename a file is _____?
a. RUN b. NAME c. Rename d. None
- viii) Which error is not detected by computer?
 a. Logical b. Syntax c. Routine d. None
- ix) BASIC was invented in _____.
a. 1962 b. 1963 c. 1964 d. 1965

Q4:**Match the column “A” and “B”**

Column A	Column B	Column C
Kill	Save a program	Remove a file from disk
Delete	Run a program	Delete a line
1963	BASIC	BASIC
F2	Delete a line	Run a program
F4	Remove a file from disk	Save a program