

FINAL EXAMINATION
Spring 2020

Course No:	CSE 101 (Sec: 4)
Course Title:	Introduction to Computer Studies

Students Name:	Md. Iktiar Khan
Students ID No:	181011267

Date of examination:	22.04.2020
-----------------------------	------------

Obtained	17
Total	25

A handwritten signature in dark ink, appearing to be a stylized 'K' or similar character, is located in the lower left area of the page.

**Signature of the
Examiner**

Name: MD. IKTIAR KHAN

ID: 181011267

Ans to the question No 1

Computers is communications grant us the ability to communicate to an unlimited number of people ~~anew~~ around the world and also lets us create documents and others materials to communicate. The computers in the military have been adapted or designed to do various tasks, such as analysis intelligence controlling smart weapons or communicate with the other soldiers.

Ans to the ques No: 2

~~Abac~~

Abacus is known to be the first mechanical calculating device. It was used to perform addition and subtraction easily and speedily. It was made up of wooden frame in which rods were little across with round beads sliding on the rods.

The Alt Air 8800 was the beginning of personal computers. It gave ideas to make more advanced computers.

The macintosh was the first personal computers to feature a mouse and a graphical user interface (GUI) Also it introduced us to icons.

Ans to the Question No: 3

$$(A) (DEAD)_{16} = (57005)_8$$

$$13 \times 16^3 = 53248$$

$$14 \times 16^2 = 3584$$

$$10 \times 16^1 = 160$$

$$13 \times 16 = \frac{13}{57005}$$

$$A = 10$$

$$B = 11$$

$$C = 12$$

$$D = 13$$

$$E = 14$$

$$(B) (12.34)_{10} = (1100.01010111000)_2$$

$$(12)_{10} = 12 \div 2 = 6$$

$$6 \div 2 = 3$$

$$3 \div 2 = 1$$

$$1 \div 2 = 0$$

$$(0.34)_{10} = 0.34 \times 2 = 0.68, 0.68 \times 2 = 1.36$$

$$0.36 \times 2 = 0.72, 0.72 \times 2 = 1.44, 0.44 \times 2 = 0.88$$

$$0.88 \times 2 = 1.76, 0.76 \times 2 = 1.52, 0.52 \times 2 = 1.04$$

$$0.04 \times 2 = 0.08, 0.08 \times 2 = 0.16, 0.16 \times 2 = 0.32$$

$$0.16 \times 2 = 0.32$$

Ans to the Ques No: 4

(a) $(1001)_2 + (1011)_2$

$$\begin{array}{r} 11001 \\ 1011 \\ \hline 10100 \end{array}$$

Ans (10100)

(b) $(11000)_2 - (10111)_2$

$$\begin{array}{r} 11000 \\ 10111 \\ \hline 00001 \end{array}$$

Ans $(1)_2$

Ans to the Quest NO: 5

Ergonomic is the study of people and their working conditions, especially done in order to improve effectiveness. It can affect computer users in a lot of ways like working on a for a long period each day increases the risk of developing eyestrain, tension headaches, back pain, and carpal tunnel syndrome. To improve, employers and employees can use ergonomic techniques.

Ans to the Q.18 NO.6

(a) 'Egocentric Environment' is a first person vision where the user is immersed in the virtual scenario.

Example:- Using a VR headset

Exocentric Environment is ~~where~~ the user is placed in the room with giant screens.

Example:- Projectors on cinema hall room

(d) Pull technology: it refers to clients that make request to servers. This is the traditional ~~was~~ way to structure a screen.

Example:- A browser request a web page.

Push technology: Refers to sending that initiate information updates to clients.

~~Example~~

Software as a service (SaaS) is a software distribution model in which a third party provider hosts applications and makes them available to customers over the internet.

Example: Google apps

Virtual reality: A scenario produced by computer where a person can take part in.