COMPUTER STUDIES YEAR 7 FIRST TERM EXAMINATION MARK GUIDE.

PAPER 1 (Multiple Choice)

1. A. primary and secondary
2. C. information
3. B. three
4. D. raw facts
5. A. processed data
6. C. data
7. A. virus infection and accidental cause
8. A. It must be correct
9. A. ancient age
10. D. internet age
11. A. internet
12. C. industrial age
13. B. fire fighting
14. B. information transmission
15. C. radio
16. C. telephone
17. C. telephone
18. C. bag
19. B. mechanical
20. C. Charles Babbage
21. A. calculator
22. B. Johannes Gutenberg
23. C. Guiliemo Marconi
24. D. Alexander Graham Bell
25. D. Philo Taylor and Vladimir
26. D. laptop computer
27. D. input process output
28. A. system unit
29. D. special purpose computer
30. D. RAM losses its content when power is off.
31. D. mouse
32. C. notebook
33. C. reading
34. A. RAM and ROM
35. C. hardware
36. D. EPROM
37. A. CPU
38. D. enhanced and standard
39. D. MS-DOS
40. D. print screen lock
41. C. stepped reckoner
42. D. size
43. B. 4
44. B. mouse, keyboard, joystick
45. C. give data
46. A. 2.5 million years
47. D. metal gong
48. B. input device
49. C. 1617
50. D. 5

Theory (section B)

1a. Functions of are accepting of data, storing of data, processing of data, and giving out of information.

b. Third-generation computer features: Integrated circuits, smaller size, faster speed, lower cost, and multi-tasking capability.

c. Ancient methods of information transmission: town crying, whistling, beating of drum, lighting of fire.

d. An input device is any hardware used to send data into a computer system.

2a. Second-generation computer features: Transistors, smaller size, improved speed, reduced heat generation, and more reliable than first-generation computers.

b. Qualities of good information: Accuracy, relevancy, and timeliness, suitable, meaningful and clarity

c. Input devices: Keyboard (enters text/commands), mouse (controls cursor/movement), light pen, scanner, touch screen, camera, microphone.

3a. Information transmission refers to the process of sending data or information from one place to another.

b. Methods of information transfer: ancient and modern methods.

c. Input devices: Keyboard, mouse, scanner, microphone, and webcam.

4a. Second-generation computer features: Faster processing, smaller size, lower cost, improved reliability, and greater memory capacity, the CPU was made of transistors.

b. Education, healthcare, E-government, E-commerce.

c. Input devices: Joystick (for gaming, controlling movement) and barcode scanner (reads barcodes for data entry).

5a. Stages of information technology evolution: invention of the printing press, invention of the telephone, invention of the computer, invention of the radio

b. A computer system is a combination of hardware, software, and peripherals designed to process data and produce outputs.

c. Electro-mechanical calculating devices: Abacus (beads for arithmetic), slide rule (logarithms), and Napier's bones (multiplication/division aid).

6a. Data refers to raw facts or figures, while information is processed data that is meaningful and useful.

b. Types of data: Qualitative (descriptive) and quantitative (numerical). Qualitative data includes descriptions, while quantitative data involves numbers.

c. IPO stands for Input Process Output, representing the basic operations of a computer system.

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