Computer Science

11th Class

(New Reduced Syllabus for session 2020-21)

S.No.	Name of Chapter	Video Lecture Links
1.	**Revision of 10th Class**	https://youtu.be/PzgixxEEsQA
2.	**Role of Programming in V Language**	https://youtu.be/B1mWGNGYw9c
3.	**Constants, Variable & Data Types**	https://youtu.be/9FOSbwd16PY
4.	**Operators and Expressions**	https://youtu.be/p0ga66XXk1s
5.	**Control Flow (Part-1)**	https://youtu.be/xi-38dRt3mY https://youtu.be/v_lw8wmfIP4
6.	**Control Flow (Part-2)**	https://youtu.be/NIkDGAr-AjE https://youtu.be/RBq--darc0I
7.	**Arrays (Part-1)**	**Deleted Due to COVID 19**
8.	**Arrays (Part-2)**	**Deleted Due to COVID 19**
9.	**Desktop Publishing**	Will Be Uploaded Soon
	ਕੁੱਲ ਜੜ	50

- ਸਿਲੇਬਸ ਅਨੁਸਾਰ ਟੈਸਟ-ਪ੍ਰੈਕਟੀਸ ਲਈ ਤੁਸੀਂ ਹੇਠਾਂ ਦਿੱਤੇ ਲਿੰਕ ਦੀ ਵਰਤੋਂ ਕਰ ਸਕਦੇ ਹੋ:
  http://cspunjab.nirmancampus.co.in/quizindex.php

- ਕਿਸੇ ਵੀ ਜਮਾਤ ਦੇ ਸਟਡੀ-ਮਟੀਰੀਅਲ/ਈ-ਬੁੱਕਸ ਡਾਊਨਲੋਡ ਕਰਨ ਲਈ ਹੇਠਾਂ ਦਿੱਤੇ ਲਿੰਕ ਉਪਰ ਕਲਿੱਕ ਕਰੋ:
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Chapter–1 (Revision of 10th Class)

(Questions Carrying 1 mark)

Fill in the Blanks

1. _____ is the important document of WWW. **(Web page)**
2. _____ will be the address of Column 27 and Row 30. **(AA30)**
3. _____ is the easiest way to create a Form in MS Access. **(Wizard Design)**
4. Flow chart comes in the _____ step of program development cycle. **(Devloping a solution)**
5. MS Office is related with _____ category of software. **(Application Software)**

True/False

1. HTML tags ends with the {} brackets. **(False)**
2. If you write 12+24 in a cell of excel sheet, then it will display 12+24 as it is in that cell. **(True)**
2. Before creating any form, we must have to create table in MS Access. **(True)**
3. Output is not necessary to analyse any problem. **(False)**
4. There are 5 types of mathematical operators to create a formula in Excel. **(True)**

FULL FORMS

1.	**HTML**	:	HYPER TEXT MARKUP LANGUAGE
2.	**WWW**	:	WORLD WIDE WEB
3.	**DBMS**	:	DATABASE MANAGEMET SYSTEM
4.	**DBA**	:	DataBase Administrator
5.	**CPU**	:	CENTERAL PROCESSING SYSTEM
6.	**RAM**	:	RANDOM ACCESS MEMORY
7.	**ROM**	:	READ ONLY MEMORY
8.	**FORTRAN**	:	Formula Translation
9.	**COBOL**	:	Common Business Oriented Language
10.	**BASIC**	:	Beginners All-Purpose Symbolic Instruction Code
11.	**DOS**	:	Disk Operating System
12.	**URL**	:	Uniform Resource Locator
13.	**stdio.h**	:	Standard Input Output header file
14.	**conio.h**	:	Console Input Output header file
15.	**DTP**	:	DESKTOP PUBLISHING
16.	**WYSIWYG**	:	WHAT YOU SEE IS WHAT YOU GET

(Questions Carrying 4 marks)

VERY SHORT ANSWER TYPE QUESTIONS

Q:1 What are Application Softwares?

Ans: Set of Application Programs is called Application Software. These softwares are used to perform a specific task. Wordprocessors, Spreadsheets, Graphics softwares etc are the examples of Application Programs.

Q2: What are System Softwares?

Ans: Set of System Softwares is called System Software. All the operations related to Computer System are controlled using System Software. Applications softwares can not be reun without these softwares. Opearting System, Language Translators, Utility Software are the examples of these types of software.

Q:3 Write the difference between if and countif functions in Excel.

Ans: If and countif functions are used in Excel. The function "If" is a conditional function. It used for decision making purpose, while countif is a conditional counting function. This function is used for counting values based on the given condition.

Q:4 Write the steps to develop a Program.

Ans: Follwing are the steps to write a Program:

1. Analysing the problem
2. Developing the solution of the problem
3. Coding of the solution
4. Testing the program

Q:5 Write the importance of tags in HTML.

Ans: HTML tags are the specific directives. These directives are used to develop a webpage. These tages directs the web browser how to show the contents on the webpage. There are two types of tages in HTML: Container Tags and Empty Tags

Chapter-2
(Role of Programming in C Language)
(Questions Carrying 1 mark)

1. Which symbol is used to terminate stements in the C Language Program? **(Semicolon (;))**
2. How many main functions can be used in the C language program? **(One)**
3. Which symbols are used to define the body of a function? **({ })**
4. Which header file is used to setup Math library? **(math.h)**
5. Which format symbol of printf() function is used to represent the signed integer value. **(%d)**
6. Which symbol is used to represent the null character? **(\0)**
7. C is a which level of language? **(Middle Level)**
8. Which symbol is used to end each Statement of C language? **(Semicolon (;))**
9. Which character is represented using zero (0) value? **(Null Character (\0))**
10. Which character is represented using \t in C Language? **(tab)**
11. Write an example of compile time directive. **(#define)**

(Questions Carrying 4 marks)

Q:1 Write the limitations of C Language.

Ans: C Language has the following limitations:

1. It is a case-sensitive language.
2. C Language has no control over data.
3. C Language is difficult to learn.
4. This language is not based on the principles of Object Oriented Programming (OOP)

Q:2 Write about the application areas of C language.

Ans: Application areas of C language are given below:

1. It is used in developing application programs
2. It is used to build the Commerical Applications
3. It is used to develop System Softwares.
4. It is used to develop Graphical Applications.
5. It is used to build hardware drivers.

Q:3 What are the Preprocessor Directives?

Ans: Some activities are carried out during compilation of the C programs. Those statements which are used to carry out these activities are called Pre-Prcessor directives. Preprocessors are implemented before compilation. Preprocessor directives always begin with # (hash) symbol. Some of the common examples of pre-rpcessor directives aer #define, #include. Following examples shows how to use these directives:

```
#includde<stdio.h>
# define PI 3.14
```

Q:4 What do you mean by global declarations?

Ans: Declaration of those variables and functions whose existence is present outside main function or other user-defined functions is called global declarations. Follwing code shows the example for global declaration of variables:

```
#include<stdio.h>
int a=5; //global declaration of variable
void main()
{
        printf("\n%d",a);
}
```

In the above example program, variable a is the global declaration which can be used anywhere in the program.

Q:5 Write the general structure of C Program.

Ans: The general structure of C program is as follows:

```
Preprocessor directives
global declrations;
void main()
{
    local declarations;
    statements;
}
user defined functions
```

Q:6 What are the Fundamental Steps of C program implementation?

Ans: Fundamental Steps of C program implementation are given below:

1. Create Program File
2. Save the Program
3. Compile the C Program
4. Link the system library functions
5. Execute/Run the program.

Q:7 What are the stages of Compilation and Linking?

Ans: Following diagram shows the different stages of compilation:

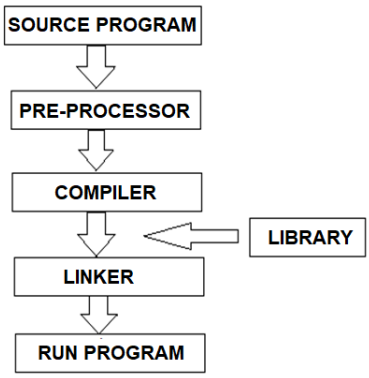
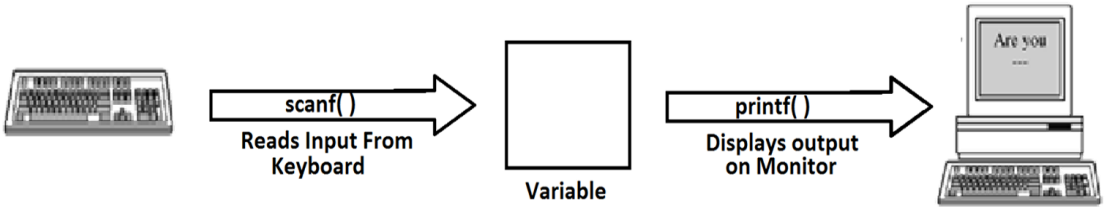


FIG: STAGES OF COMPILATION & LINKING

Q:8 Write the difference between printf() and scanf() function.

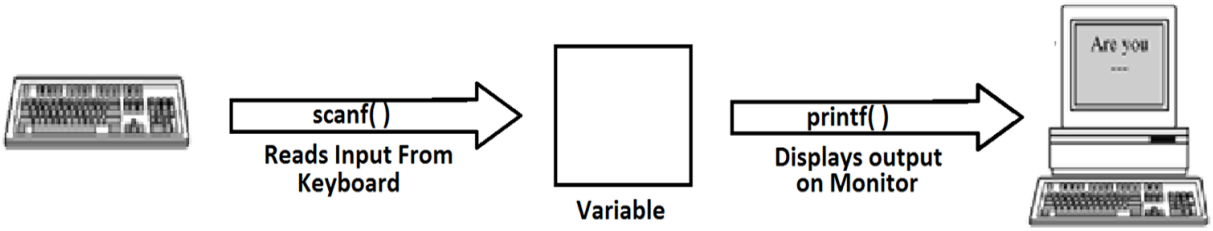
Ans: Both of these functions are libarary functions which are present in the stdio.h header file. Main differences between these functions are given below:

printf() Function	scanf() Function
1.This is a formatted output function.	1. This is a formatted input function.
2. This function is used to show formatted output on the monitor screen.	2. This function is used to get formatted input from user.
3. This function shows data on the standard output device, i.e. monitor	3. This function is used to get data from the standard input device, i.e. keyboard
4. For Example: printf("%d", a);	4. For Example: scanf("%d", &a);



Q:9 Why printf() and scanf() functions are called Input/Output functions?

Ans: The function printf() is called output function while the scanf() function is called input function, because printf() function is used to show the formatted output on the monitor screen and scanf() function is used to get data from the user using keyboard. Both of these functions are present in the stdio.h header file.



Q:10 What is the purpose of & in the scanf() function.?

Ans: The symbol & is the address operator. This operator represents the memory address of the variable where input data will be stored. The function scanf() gets data from the keyboard and store it at the memory address of the variable given in the scanf() function. For example;

scanf("%d", &a);

In this example, symbol & represents the memory address of variable 'a'.

Chapter–3
(Constant, Variables and Data Types)
(Questions Carrying 1 mark)
Objective Type Questions

Q:1 Which of the following is not the correct data type of C language? **(float)**
a. Char **b.** float c. long d. double

Q:2 Which of the following is not an arithmetic operator? **(&)**
a. + b. & c. % d. *

3. The operator % can only be applied on which type of values? **(int values)**
a. float values b. double values c. int values d. All of these

4. Which of the the following is not a correct value for the type int? **(32800)**
a. 3750 b. 32800 c. -32767 d. 0

5. What is the value range of data type int in C language? **(–32768 से 32767)**
a. 0 to 32767 b. 0 to 65535 c. -32768 to 32767 d. -32767 to 32768

6.Which of the following is a reserve word? **(doo)**
a. for b. goto c. doo d. switch

7. What will be the value of the expression 5/6/3/+8/3? **(2)**
a. 4 b. 2 c. 2.333(appr.) d. None of these

8. Which of the following is not a C Token? **(all of these)**
a. keywords b. constants c. operators d. all of these

9. Which of the following is not a keword in C Language? **(main)**
a. const b. main c. sizeof d. void

10. There are _____ no of arithmetic operators in C Language. **(5)**
a. 5 b. 4 c. 6 d. 7

11. Which name of the variable is wrong? **(roll-no)**
a. roll-no b. interest_paid c. SUM d. none of these

Write True or False

1. Variables are those quantities which allow change in their value during program implementation. **(True)**
2. Delimeter is a symbol which has statement structure and importance. **(True)**
3. One char data type always occupies one byte. **(True)**
4. Size of operand is its data type. **(True)**
5. Semicolon is a declaration delimiter. **(True)**

One Word Answer

1. if x=12.4565, then printf("%3f",x); wil print _____? **(12.457)**
2. What will be printed by the statement printf("%d",'B'); **(66)**
3. What will be the value of float x=1/2.0 - 1/2? **(0.50)**
4. A computer program can be extracted into a number of _____ **(Tokens)**
5. Which keyword is used to declare a variable as a constant? **(const)**
6. if a=-11 and b=-3, then what will be the value of a%b? **(–2)**
7. How many relational operators are there in C Language? **(6)**
8. If we have operators *, /, ( ), % in an expression, then which of these has highest precedence? **( )**

(Questions Carrying 4 marks)

Q:1 What are delimiters?

Ans: Delimiters are also called seperators. Delimiters are those symbols which defines the fundamental limits of program elements. Some of the commonly used delimiters are given below:

Hash - #	-	It is used for pre-processor directives. For example: #define PI 3.14
Comma - ,	-	It is used as separator during variable declarations. For example: int a,b,c;
Curly Brckets - { }	-	It is used to define the block of statements
square brackets – [ ]	-	it is used for arrays. For example: int a[5];
Paarenthesis - ( )	-	It is used for functions. For examples: printf( )
Colon - :	-	It is used for defining labels. For example- mylabel:

Q:2 What are Identifiers?

Ans: Identifers are the names given to different elements in the C program. A Program element can be a variable, constant, function, array, structure, union etc. An identifier consists by the combination of alphabets and numbers. When we define the name of identifier, we have to follow some naming rules. These naming rules are given below:

1. An identifier must not begin with a digit.

2. No special character except underscrore is allowed in the identifier.
3. We can not use two consecutive underscores.
4. Maximum 31 characters are allowed in the identifier.
5. We can not use blank space in the identifier.
6. A keyword can not be used as the identifier.
7. Identifers are case sensitive.

Q:3 What are Data Types?

Ans: In programming languages, data types are the set of defined values. A data type points out the type of data. There are many data types already built into the C Compiler. We can also defin our own data types also in C language. Therefore, we can say that there are two categories of data types:

- Built In data types
- User defined data types

Following table shows the list of buil-in data types in C language:

Data Type	Keyword	Memory Size	Range of Values
Character	char	1 Byte	-128 to 127
Integer	Int	2 Byte	-32768 to 32767
Float/Real	float	4 Byte	$3.4x10^{-38}$ to $3.4x10^{+38}$
Double	double	8 Byte	$1.7x10^{-308}$ to $1.7x10^{+308}$
Empty	void	--	--

Other Important Questions

Q: 1 What are Tokens?

Ans: Tokens are the fundamental and smallest elements of the C program. These are like the words and punctuation marks in the C Language. A C program can be extracted into a number of tokens. There are 6 types of tokens in C language which are given below:

1. **Keywords**: These are the predefine words in the c language. For example: int, float, char, if, else, void etc.
2. **Identifer**: These are the name of elements in the program. For example: main, printf, scanf etc.
3. **Constants**: These are the fixed values in the program. For example: 5, -25, 3.14, 'A' etc.
4. **Strings**: These are the set of characters written in double quotes. For example: "Hello", "H.No.196" etc.
5. **Operators**: These are the symbols to perform operations. For example: +, -, *, /, >, <, = etc.
6. **Special Characters**: These are the special symbols in the program. For example: #, &, { }, ( ), [ ], :, ; etc.

Chapter–4
(Operators and Expressions)
(Questions Carrying 1 mark)

Fill in the blanks:

1. _____ symbol is used for Modulus operator. **(%)**
2. _____ operators are used to combine different conditions. **(Logical)**
3. int i=5 is called _____ assignment. **(declaration)**
4. i=5 is called _____ addignment. **(general)**
5. _____ operators have no precedence. **(relational)**

Write True or False

1. The expression ++(a+b) is valid if a=7 and b=5 **(False)**
2. The expression a&&=b is valid if a=7 and b=5 **(False)**
3. The expression --10 is a valid expression. **(False)**
4. The assignment statement a+b=c; is valid in C language. **(False)**
5. Underscore can be the first character in the identifier of c language. **(True)**

(Questions Carrying 4 marks)

Q:1 Where does the modulus operator be used?

Ans: Modulus operator is an arithmetic operator. It is a binary operator. It requires two operands to perform its operation. The symbol % is used for this operator. This operator is used when we want the remainder value after dividing the two integer values. This operator works only for the integer type values. It does not work for the float or double type values. Example of modulus operator is 6%4=2.

Q:2 Write the difference between Relational and Logical Operators.

Ans: Relational and Logical Opeartors are used for testing conditions in control statements. These operators return true or false value after testing conditions. The common differences between them are given below:

Relational Operators	Logical Operatos
1. These operatos are used to test single condition at a time in control statements.	1. These operators are used combine multiple conditions at a time in control statements
2. There are 6 types of relational operators	2. There are 3 types of locgical operators
3. Symbols of these operators are < (less than), <= (less than or equals to), > (greater than), >= (greater than or equals to), == (equals to) and != (not equals to)	3. Symbols of these operators are && (AND), || (OR) and ! (NOT)
4. All these operators are binary operators	4. The operators && and || are binary operators while operator ! is unary operator
5. These operators have no precedence	5. These operators have precedence

Q:3 What are Unary Operators?

Ans: These operators are those which reqire one operand to perform their operations. For example: Increment (++) and decrement (--) are the unary operators. Increment operator increase unit value in its operand, while decrement operator decrease unit value in its operand. For example:

```
if      int a=5;
than,   a++;        it will increase the value of variable a from 5 to 6
        a--;        it will decrease the value of variable a from 5 to 4
```

Q:4 Write an example of increment and decrement operator.

Ans: Increment (++) and decrement (--) are the unary operators. Increment operator increase unit value in its operand, while decrement operator decrease unit value in its operand. For example:

```
if      int a=5;
than,   a++;        it will increase the value of variable a from 5 to 6
        a--;        it will decrease the value of variable a from 5 to 4
```

Q:5 What is Expression? OR What is the use of expression in c language?

Ans: In C Language, expression is like a formula. An expression is a combination of operators and operands. Operators return result after performing operation on their operands. This result can be used in our program. Consider the following example:

```
a=4+5;
```

in this expression, a,4,5 are the operands while = and + are the operators. Here, + operator returns 9 after adding values 4 and 5. This result will be stored in a using the = operator.

Q:6 Write the different types of assignment operators.

Ans: Assignment operator is called set equals to operator. It's symbols is =. It is a binary operator that requires two operands to perform its operation. This operator is used to store the value in a variable or constant. Consider the following example:

```
a=5;        In this example, value 5 is stored in variable a.
```

There are many types of shorthand assignment operators. Following table shows these operators with example:

Operator	Name of Operator	Example	Equivalent to
+=	Additon Assignmnet	a+=5	a=a+5
-=	Subtraction Assignmnet	a-=5	a=a-5
*=	Multiplication Assignmnet	a*=5	a=a*5
/=	Division Assignmnet	a/=5	a=a/5
%=	Modules Assignmnet	a%=5	a=a%5

Q:7 What are Operands?

Ans: Operands are those values or variables on which operators perform their operations. Combination of operatos and operands is called Expression. Consider the following example of expression:

a + 5

In this example, variable a and value 5 are operands while + operator will be performed on these opearands.

Other Important 4 Marks-Questions

Q:1 What are Operators? Explain different types of operators.

Ans: Operators are the symbols used to perform specific operations on their operands. According to the no of operands used with the operator, they can be classified into 3 categories:

Unary Operators: These are those operators which require one operand to perform their operation. For example: ++ (increment), --(decrement), ! (not) operators etc.

Binary Operators: These are those operators which require two operands to perform their operation. For example: a+b, a*b, a>b, a<b etc.

Ternary Operator: There is only one ternary operator in C Language. This operator requires three operans to perform its operation. For example:

operand1 **?** operand2 **:** operand3

Q:2 What are Arithmetic Operators?

Ans: These operators are used to perform arithmetic calculations. There are 5 arithmetic operators in C language. All these operators are binary operators. Each operator require two operands to perform their operation. Following table shows the details of arithmetic operators with example:

Operator	Name of operator	Example on Integer values			Example with float values		
+	Addition	5+3	Result is	8	5.0+3.0	Result is	8.0
-	Subtraction	5-3	Result is	2	5.0-3.0	Result is	2.0
*	Multiply	5*3	Result is	15	5.0*3.0	Result is	15.0
/	Divide	5/3	Result is	1	5.0/3.0	Result is	1.67
%	Modulus	5%3	Result is	2	Not allowed		

Chapter 5
Control Flow (Part-1)
(Questions Carrying 1 mark)
Objective Type Questions

1. C Language is the example of _____ **(Structural Programming Lang)**

a. Object Oriented Language **b. Object Based Language** **c. Structural Programming Lang** **d. None of these**

2. Structured Programming provide benefits of _____ **(Both a and b)**

a. modules **b. Control Structures** **c. Both a and b** **d. None of these**

3. Comma (,) is used as a _____ **(Seprators in C)**

a. Seprator in C **b. Operator in C** **c. Terminaotr in C** **d. Delimiter in C**

4. A Blank/Null statement can be represented by _____ **(semicolon)**

a. new line b. blank space c. semicolon d. colon

5. Infinte loop is _____

a. useful for time delay b. useless c. used to terminate execution d. not possible

6. Break statement is used in _____ (both a and b)

a. selective control structures only b. loop control structures only

c. Both a and b d. switch control structures only

7. Continue Statement is used for _____ **(continue the next iteration of the loop statement)**

a. continue the next iteration of the loop statement

b. exit the block of loop statement

c. continue execution of the program even errors occurs

d. exit from the outmost block even it is used in the innermost block

Write True of False

1. Each continue statement should be terminated with semicolon (;) (True)
2. The keyword else is always used with if statement. (True)
3. In switch statement, break statement is used in each case block except the last case. (True)
4. In switch statement, the value in the case statement should always be in increasing order. (False)
5. Continue statements are not used with selective control statements. (True)

6 Marks Questions of Exercise

Q:1 What are Loops?

Ans: Loops are the control flow statements. These are those statements which are used to repeat execution of statements. There are two types of looping statements in C language:

Pre-Test Loop: The loops 'for' and 'while' are the examples of pre-test loops in C language. In these loops, body of the loop is executed after the test-condition of the loop. If result of test-condition becomes true, only than the body of the loop will be executed. If the test–condition becomes false initially, it may not execute even once.

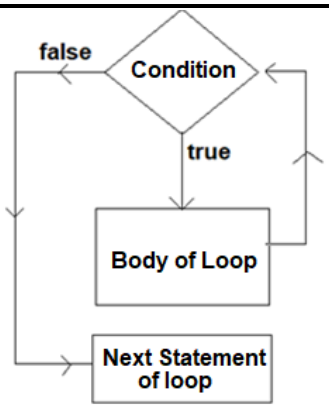


Fig: Pre-Test Loop

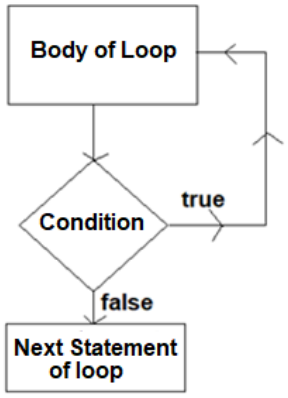


Fig: Post-Test Loop

Post-Test Loop: The loop 'do while' is an example of post test loop in C language. In these loops, body of the loop is executed before the test condition of the loop. If result of test-condition becomes true, only than the body of the loop will be executed. Even if the test –condition becomes false initially, it must execute at least once.

Q:2 What do you mean by Forward and Backward Jumps? Which loop is used as alternative of these statements?

Ans: When we execute a C program, the control may jump from current statement to some forwarding statement. Such jumps are called Forward Jumps. Similarly, if the control jumps from the current statement to some previous statement, it is called Backward Jump. For such jumpings in C Language, we use Jumping statements. Goto, break, and continue statements are used for these jumps in C. Do while loop can be used as an alternate of these statements.

Q:3 When will you prefer to use if else statement?

Ans: If else statement is a branching statement in C language. This statement is used in decision making tasks. When we want to execute one of many statements, we will use this statement. Following code shows the syntax of if else statement:

```
if (condition)
      statement1;
else
      statement2;
```

In the above syntax code, either statement1 or statement2 will be executed which entirely depends on the result of condition. If given condition returns true value than the statement1 will be executed otherwise statement2 will be executed.

Q:4 What are the four fundamental conditional stataements in C?

Ans: Following are the four fundamental conditional statements in C language:

- if
- if else
- if else if
- switch case

These are the branching statements. These statements are used in decision making tasks. When we want to execute one of many statements, we can use these statements. These statements are also called decision making statements.

Q:5 What is meant by implementation of condition? Where are these useful?

Ans: Computer requires set of instructions to perform a specific task. These instructions are written in a sequence in the form of a program. Computer implements these instructions one by one in the given sequence. This way of implementing instructions is suitable in those situations where no decision making task is involved. But actually, it is required to control the execution sequence of instructions in the program. In such situations, where we want to control the execution sequence of instructions, implementation of conditions is required in the program. These conditions are useful for decision making statements. In C language, branching and looping statements – if else, switch case, for, while, do while are used for implementation of conditions.

Q:6 What are case labels and how are they used?

Ans: In C Language, case is a keyword. Case labels are used in the switch statement of C language. In switch statement, instructions are implemented by testing the value of a variable or expression with the help of case labels. In each case statement, a fixed constant value is added as a label after the case keyword. Each case statement is different from all other case statements in the switch block. Each block of case statement should ends with the break statement. Folliwing syntax of switch statement shows how to use case labels:

```
switch(variable)
{
      case value1:
            statements-1;
      break;
      ----
      ----
      case value_n:
            statements-n;
      break;
      default:
            statements;
}
```

Q:7 When will we use for loop? How is it different from while loop?

Ans: C Language has for, while and do while as a looping statements. These statements are used to repeat the exection of set of statements. The loops – for and while are the pre-test loops in C language. The for-loop is used in those cases when we know, in advance, the no of iterations of a loop. But in those situations where we do not know the no of iterations in advance, we prefer to use while loop. These both loops are pre-test loops. It means in these loops, condition is tested before the execution of the body of the loop. If condition becomes true only than the body of loop will be executed otherwise control will be transferred to the next statement after the loop.

6 Marks – Other Important Questions

Q:1 What are Control Flow Statements? Write about their types.

Ans: Those statements which are used to control the execution flow in the program are called Control Statements. There are three types of controlstatements in C language. These are as follows:

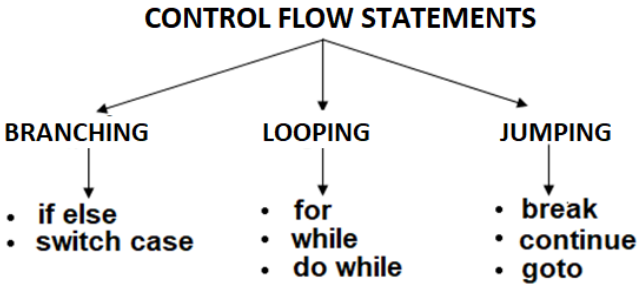


FIG: TYPES OF CONTROL STATEMENTS

Branching Statements: These statements are also called Decision Making Statements. In these control flow statements, execution of instructions depends on result of test-condition. The statements – if else and switch case are the examples of Branching statements.

Looping Statements: These statements are also called Iterative Control Statements. These statements are used to repeat set of instructions. The statements - for, while and do while are the examples of looping statements.

Jumping Statements: These are also called skipping statements. These statements are used to transfer the execution control from one location to some other location in the program. The statements – goto, break, and continue are the examples of jumping statements.

Lesson–6
(Control Flow – Part II)
(Questions Carrying 1 mark)

1. What is the general-syntax of 'do while' loop? **(do statement while(expression);)**
2. What is 'do while' loop called? **(Post Test Loop)**
3. What is 'while' loop called? **(Pre-Test Loop)**
4. What are the minimum no of repeatitions for a 'while' loop? **(May not even once or zero times)**
5. What are the minimum no of repeatitions for a 'do while' loop? **(At least one time)**

4 Marks Questions from Exercise

Q:1 What are the three different types of expressions in for loop?

Ans: Three types of expressions are used in the for loop which are shown below:

Syntax: **for(expression1; expression2;expression3)**
{
}

Example: **for(i=1 ; i<=5 ; i++)**
{
}

Expression1: It is called initialization Part. It is used to initialize the loop coutner variable. For example: i=1;

Expression2: It is called the test-condition Part. It is used to test the condition for the loop. For example: i<=5;

Expression3: It is called Iteration Part. It is used to increment /decrement the loop counter value. For example: i++;

Q:2 When we execute the loop, what will be the minimum no of iterations for the do while loop?

Ans: When we execute a loop, the minimum no of iterations for the do while loop is one because it is a post test loop. In this loop, body of the 'do while' loop is executed first than the test-condition is tested. Therefore, body of the 'do while' loop must exeute at least once, even if the condition becomes false initially.

Q:3 How can we represent the null statement in the loop?

Ans: Loops are the iterative control statements which are used to repeat the set of instructions on the program. There are three loops – for, while and do-while in C language. In any of these loops, if we want to represent the null statement, we use semicolon (;) symbol. For example:

```
for(i=1;i<=5;i++)
{
        ;              // it shows the null statement in loop
}
```

Q:4 How working of while loop is terminated?

Ans: While loop is a pre-test loop. Its body is executed only if its conditional expression becomes true. If this conditional-expression evaluates to false, the while loop gets terminated and it will stop repeatition of execution of it's body.

Chapter-7
(Array (Part-1))
Deleted From Syllabus for the Session 2020-21 Due to COVID 19

Chapter-8
Arrays (Part-II)
Deleted From Syllabus for the Session 2020-21 Due to COVID 19

Chapter - 9
(Desktop Publishing)

(Questions Carrying 1 mark)

Fill in the Blanks

1. _____ means spacing between two or more lines **(Leading)**
2. Frames _____ related information and graphics. **(Combine)**
3. Meaning of WYSIWYG _____ **(What You See Is What You Get)**
4. We can _____ documents in many ways. **(print)**
5. Fastest coloured laser printer can print _____ no of pages in a minute. **(200)**

Write True or False

1. Headers are written at the bottom of the page. **(False)**
2. MS Word is a Desktop-Publishing software. **(False)**
3. We need not to plan during Page prepration. **(False)**
4. Style includes bullets etc. **(True)**
5. Scalling is the space between two or more lines. **(False)**

(Questions Carrying 4 marks)

Short Questions of Exercise

Q:1 What is meant by Desktop Publishing?

Ans: Desktop Publishing is also known as DTP. DTP applications are those applications which are used to print good quality Visiting Cards, Magazines, Calenders, and Advertisements etc with the help of computers. This task is related with the publishing and printing.

DTP applications are used to prepare beautiful, correct and high quality design of documents. It is easy to prepare Page Layouts using DTP applications. We can control each object (text and graphics) separately in these programs.

Q:2 What are the different Methods of Printing?

Ans: There are two ways of printing:

1. **Offset Printing:** In this type of printing, ink sets on paper for printing documents. If we want multiple copies or printing, than we have to use the offset printing. It is the cheap and best way of printing.
2. **Lazer Printing:** This is the common printing method. It prints text and graphics with good quality. It uses lazer technology to print the documents.

Q:3 Explain the concept of Scaling, Tracking and Leading.

Ans: These are the different ways for setting of fonts. These are explained below:

Scaling: Scaling means increasing or decreasing of size of characters without increasing or decreasing the font points.

Tracking: Tracking means setting space between characters of a word or line. It is measured in points.

Leading: Leading means increasing or decreasing gap between two or more lines. It is measured in points.

Q: 4 What is meant by WYSIWYG?

Ans: The full form of WYSIWYG is What You See Is What You Get. It means we will get the same print of document as it is seen on the computer screen before printing. The documents prepared with DTP seem very close to WYSIWYG.

Q: 5 What are Margins?

Ans: When we prepare documents, we set extra space along with the edges of the page. This extra space is called Margin. It is the gap between text and edges of the page. Margins can be set at top, bottom, left and right edges of the page. We can increase or decrease the value of margins according to our requirements.

(Questions Carrying 6 marks)

LONG ANSWER TYPE QUESTIONS

Q:1 What is meant by Page Layout?

Ans: Page layout means preparting the structure of the document. By structuring, we mean that where to put objects on the page. Object can be a text, picture or it can be a special symbol. During the setup of page layout, we should take care about the margins of the page, objects, text, font size, color and design. To control the layout of a page, we have to use Desktop Publishing Software. Before designing the Newspapers, magazines, business cards etc, we have to create the layout of these publications.

Q:2 What are Fonts?

Ans: Font means shape of characters. It is the combination of type face and other features of characters such as Font size, its width etc. Some of the commonly used fonts are ARIAL, Times New Roman etc. Arial, Times New Roman are the type faces that define the shape and size of characters. Many different types of fonts are used to create documents in desktop publishing softwares. Set of fonts having similar type faces are called Font-Family.

Q:3 Write the difference between DTP and Word Processor.

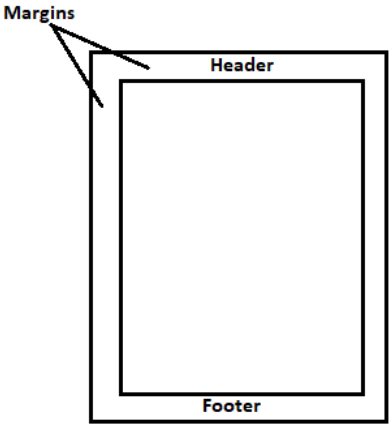
Ans: The common differences between Desktop Publishing and Word Processor are given below:

DeskTop Publisher	Word Processor
1.It is Object Based Software.	1. It is text based software.
2. It mainly focuses on the layout of the page.	2. It mainly focues on the accuracy of words.
3. It is easy to create page layout in DTP software.	3. It does not have more control over the page layout
4. Each object can be controlled separately in these softwares.	4. All text can be controlled together.
5. These are used to create good quality visiting cards, magazines, calander, advertisements etc.	5. These are used to prepare simple text based documents.
6. DTP documents are usually printed using offset printing.	6. Word Processor documents are usually printed on a coloured lazer printer.
7. File extensions of these documents are .psd, .cdr, .pub etc.	7. File extensions of these documents are .doc, .docx, .rtf etc.
8. Example of DTP software are: Adobe Photoshop, Adobe Pagemaker, Corel Draw, MS Publisher etc.	8. Example of Word Processor areL: MS Word, Wordpad, Wrodstar etc.

Q:4 What is meant by document Planning?

Ans: Document planning means preparing a plan to create a document. Following points should be considered carefully while planning to create a document:

1. **Page Layout:** Page layout defines the structure for the document. By structuring, we mean that where to put objects on the page.
2. **Style:** Style means how to format the document to be created. It includes header, footer, bullets etc.
3. **Margins**: When we prepare documents, we set extra space along with the edges of the page. This extra space is called Margin. It is the gap between text and edges of the page. Margins can be set at top, bottom, left and right edges of the page.
4. **Header:** It is usually a text that is printed at the top of every page. It may include name of the chapter, page no etc.
5. **Footer:** It is usually a text that is printed at the bottom of every page. It includes commonly the page no.
6. **Fonts:** Font means shape of characters. It is the combination of type face and other features of characters such as Font size, its width etc. Some of the commonly used fonts are ARIAL, Times New Roman etc.



Q:5 What is Desktop Publishing? What is its need? Which softwares are used for Desktop Publishing?

Ans: Desktop Publishing: Desktop Publishing is also known as DTP. DTP applications are those applications which are used to print good quality Visiting Cards, Magazines, Calenders, and Advertisements etc with the help of computers. This task is related with the publishing and printing.

Need of DTP: DTP applications are used to prepare beautiful, correct and high quality design of documents. It is easy to prepare Page Layouts using DTP applications. We can control each object (text and graphics) separately in these programs.

Desktop Publishing Software: Desktop publishing is commonly of three types as given below:

- **Page Layout:** Adobe Pagemaker software is used for scuh type of publishing work.
- **Editing:** Adobe Photoshop, Corel Photo Paint etc are used for such type of publishing work.
- **Illustration:** Corel Draw, MS Publisher etc are used for such type of publishing work.