

Name: Yangchen Sherpa  
Class: VIII  
Sub: Computer

### Group A

1

a

Ans Software is an organized collection of program written for a computer to perform a particular task.

A program is defined as the set of instruction written in programming language that perform a particular task in a program.

b

Ans Computer generation refers to the development of the technology used in manufacturing of the computer.

Any two unique feature of

third generation of computer are:

- i They used assembly and high level language for programming.
- ii They used integrated circuit as the main electronic component.

c

Ans Utility software is a software designed to perform a maintenance work on the computer system.

Device driver is defined as the type of ~~software~~ system software designed to interact with computer hardware.

d

Ans Compiler is a language translator program that converts program written in high level language into its equivalent machine language at a time.

Interpreter is defined as the language translator program that converts program written in high-level language into its equivalent machine language line by line.

e

Ans A computer is called diligence machine because it can perform the task repeatedly without losing its speed and accuracy for a long time.

2  
a  
Ansb  
Ansc  
Ansd  
Ans3  
a

b

2

Ans Sooter

6

Ans Tree

Ans Fourth generation of computer

d

Ans 4 bits

3

a Analog computer work on continuous signals

b The first electronic digital computer is called ABC

c Digital computer doesn't create the object code.

d The small device with multiple parts are called hub.

4

- a Mark I is the first electro-mechanical computer. True
- b Application software can run without operating system software. False
- c Distributed operating software is a model where distributed application are running on multiple computers linked by communications. True
- d Secondary memory is not directly accessible to CPU. False

7  
a

5

sMTP = Simple Mail Transfer Protocol

NOS = Network Operating System

UPS = Uninterruptible Power Supply

CAI = Computer Assisted Instruction.

b

6

a

Ans Booting

b

Ans UNIVAC

c

Ans System software

d

Ans

7 a  $(1001)_2 = (?)_{10}$

Solution

$$(1001)_2 = (?)_{10}$$

$$\begin{aligned} &= 1 \times 2^3 + 0 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 \\ &= 1 \times 8 + 0 \times 4 + 0 \times 2 + 1 \times 1 \\ &= 8 + 0 + 0 + 1 \\ &= 8 + 1 \\ &= 9 \\ \therefore (1001)_2 &= (9)_{10} \end{aligned}$$

6  $(1001 + 111)_2$

$$\begin{array}{r} 1001 \\ + 111 \\ \hline 10000 \end{array}$$

Here

$$(1001 + 111)_2 = (10000)_2$$

Group B

1

- a) Ans A computer virus is destructive program that harm other programs.

The two symptoms of computer virus are:

- i Programs disappear from the computer.
- ii Change the size of disks and files.

6

- Ans The structure or pattern of interconnected computers for sharing data and information is called network topology.

Downloading is defined as process of getting web pages, images and file from a web server.

c

- Ans The benefits of computer are:

- i It allows exchanging data and software between computers.
- ii It provides the centralized control and management.

2

a &lt;br&gt;

→ It is used to display the text in bold face.

b &lt;hr&gt;

→ It is used to creates a horizontal line across the page or on the browser.

c &lt;p&gt;

→ It is used to insert a block text in a page by creating a paragraph

d &lt;marquee&gt;

→ It is used to move text, picture or other contents inside the browser.

3

Client → network computer that utilizes the resources of other network computers

URL → address of particular information on the internet.

NIC → card that physically makes the connection between the computer and computer network.

E-commerce → the process of doing business through internet.

Group C

1

a

Ans The use of lasso tool are:

- i It is used to draw a free form border around a select object within an image.
- ii It is also used to soften the edges of selection or fat feathering effect.

6

Ans The elements of multimedia are:

- text
- graphics
- photographs
- sound
- animation
- video and interactivity

Group D

1

a

An algorithm is defined as the commonly used programming tools that is used to develop a program solving logic stepwise.

b

The quantity which may change its values during the execution of program is called variable

c d

It is used to execute one or more statement for a specified number of times.