**PATFIN HIGH SCHOOL, AKESAN, LAGOS STATE**

**THIRD TERM EXAMINATION [2018/2019]**

**SUBJECT: COMPUTER STUDIES CLASS: J. S. S. 1**

**SECTION A OBJECTIVES**

**Instruction: answer all questions in this section. DURATION: 1 hour 30 mins**

1. The first mechanical adding machine was built in \_\_\_\_\_\_\_
2. 1964 b) 1642 c) 1760 d) 1960.
3. GIGO means \_\_\_\_\_\_\_\_
4. Gabbage inward Gabbage outward b) Gabbage input Gabbage output c) Gabbage in Gabbage out d) Gabbage inside Gabbage outside.
5. CTRL + V is a shortcut for \_\_\_\_\_
6. Paste b) Cut c) Copy d) Volume.
7. \_\_\_\_\_\_\_\_\_ is an output device
8. Keyboard b) Cpu c) Mother board d) Speakers.
9. The first generation computers was used from \_\_\_\_ to \_\_\_\_\_
10. 1960s-1970s b) 1970s-1980s c) 2000s-2010s d) 1940s-1950s
11. \_\_\_\_\_\_\_\_\_ is an example of early counting devices
12. GSM b) Cowries c) Computer d) Slide rule.
13. One of the disadvantages of computer is \_\_\_\_\_\_
14. It is very fast and accurate b) It provides security from destructive forces c) it reduces employment opportunity d) It saves time
15. \_\_\_\_\_\_\_\_\_ is used to play computer games
16. Joystick b) Light pen c) Arrow d) Speakers
17. The alphabetic keys are \_\_\_\_\_\_ in number
18. 30 b) 40 c) 20 d) 26.
19. The \_\_\_\_\_\_\_\_ keyboard has twelve function keys
20. Enhanced b) Standard c) Liquid Crystal Display d) Arrow
21. The longest key on the keyboard is\_\_\_\_\_\_\_\_\_\_\_\_.
22. Backspace b) Enter c) Spacebar d) Tab.
23. Word processors are used to \_\_\_\_\_\_\_ documents
24. Print b) Scan c) Flash d) Draw.
25. The computer room should be \_\_\_\_\_\_\_\_
26. Dirty b) Dust free c) Scanty d) Polluted.
27. \_\_\_\_\_\_\_\_\_\_\_\_ all power supplies before leaving the computer laboratory
28. Switch off b) Switch on c) Connect d) Clone
29. \_\_\_\_\_\_\_\_\_\_ is an example of application software that students can practice typing keyboard mastering.
30. Scrabble b) Corel Draw c) Photo shop d) Mavis Beacon.
31. Counting or computing devices can be categorised into \_\_\_\_\_\_
32. 2 b) 3 c) 4 d) 5.
33. In keyboard mastering, the four fingers on the left must be placed on \_\_\_\_\_\_\_\_
34. : L K J b) 1 2 3 4 c) A S D F d) Q W E R.
35. How many arrow keys are on the keyboard?
36. 3 b) 4 c) 5 d) 9.
37. One of the uses of mouse is \_\_\_\_\_\_\_\_
38. For dragging b) for skipping c) For typing d) for jumping.
39. The first set of mechanical devices are \_\_\_\_\_\_\_ and \_\_\_\_\_\_\_
40. Cowries and Slide rule b) Abacus and Laptop c) Abacus and Slide rule d) Stones and Pebbles.
41. The index fingers should rest on the \_\_\_\_\_ and \_\_\_\_\_ key
42. A and X b) L and A c) Y and B d) F and J.
43. Touch typing is when you \_\_\_\_\_\_\_\_\_
44. Type without looking at the keyboard b) type without the keyboard c) type while looking at the keyboard d) type while touching the mouse.
45. The standard mouse has a \_\_\_\_\_\_ under it
46. Key b) Pin c) Roll d) Ball.
47. \_\_\_\_\_\_\_\_ is the only language the computer understands
48. Binary b) Decimal c) Denary d) Octal
49. The mainframe computer is an example of \_\_\_\_\_\_\_\_
50. Analogue computers b) Digital computers c) Tower computers d) Desktop computers.

**SECTION B SUB-OBJECTIVE**

**FILL IN THE GAPS**

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ built the first mechanical adding machine.
2. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is the father of computer.
3. \_\_\_\_\_\_\_\_ is an example of analogue computers.
4. ENIAC means \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
5. Electro mechanical devices means\_\_\_\_\_\_\_\_\_\_\_\_\_.

**SECTION C THEORY**

**INSTRUCTION: ANSWER THREE (3) QUESTIONS ONLY**

1 a) Define the device

1. List the types of device

2 a) State two (2) advantages of computer.

b) State two (2) disadvantages of computer.

3 a) State the generation of computers and their year of development.

b) List two (2) examples of input devices.

4 a) State five (5) shortcut keys on the keyboard and their functions.

b) List two (2) examples of output devices.

5 a) Draw the data processing cycle.

b) Draw and label the mouse.