Computer-3

1 History of Computer

Exercise

Section : I

B. **Tick (✓) the correct option.**

Ans. 1. b.   2. a.   3. b.

C. **Write the full forms of the following.**

Ans. 1. ENIAC : **Electronic Numerical Integrator and Calculator**
2. EDVAC : **Electronic Discrete Variable Automatic Computer**
3. UNIVAC : **Universal Automatic Computer**
4. ICs : **Integrated circuits**
5. IBM : **International Business Machine**
6. AI : **Artificial Intelligence**

D. **Identify and name the generation.**

Ans. 1.   2.   3.   4.   5.

First   Second   Third   Fourth   Fifth

Section : II

A. **Fill in the blanks with the correct words.**

Ans. 1. The history of computer is broadly classified into five **generations**.
2. The computers of the second generation used **transistors**.
3. ICs marked a **breakthrough** in advancement of computers.
4. In 1984, Apple introduced the **Macintosh** computer.

B. **Write 'T' for true statement and 'F' for false statement.**

Ans. 1. T   2. F   3. F   4. F   5. T

C. **Answer the following questions.**

Ans. 1. The major technological advancements that changed the way of computer operation define a generation.
2. ICS (Integrated circuits) marked a breakthrough in advancement of computer. They are better than the components of the second generation because transistors are accommodated into a small chip of an IC.
3. With the invention of microprocessor, thousands of ICS could be packed onto a small chip. This way the computers become even more compact and quite easy to handle.
4. ENIAC, EDVAC and UNIVAC
5. UNIVAC stands for Universal Automatic Computer.
6. The main component used in second generation was transistors.

7. Third generation was the development of integrated circuits. A huge number of transistors could be accommodated into small chip of an IC. Computer became more compact and become more efficient.
8. In 1981 IBM introduced the personal computer for home and office use.
9. AI (Artificial Intelligence) is the science which is concerned with making computers behave like humans.
10. I   generation (1944-1959)   II   generation (1959-1964)
    III generation (1965-1970)   IV generation (1971-today)

Activity
• Find the names in the Word grid which you have learnt in this chapter.

M	G	E	N	E	R	A	T	I	O	N
D	P	Z	B	F	N	X	K	B	J	K
I	V	A	C	U	U	M	T	U	B	E
G	K	Y	K	T	O	Y	R	T	S	T
I	R	T	N	R	P	P	J	O	I	C
T	N	R	C	H	I	P	F	S	J	R
A	J	O	S	B	T	N	A	P	X	N
L	T	R	A	N	S	I	S	T	O	R

2 Computer System

Exercises

Section : I

B.   Tick (✓) the correct option.
Ans. 1. c   2. b   3. a   4. c

Section : II

A.   Fill in the blanks with the correct words.
Ans. 1. A computer has two parts : **hardware** and **software**.
    2. Software is a set of **programs**.
    3. **Application** helps you performing some special work.
    4. A computer is also termed as **system**.

B.   Write 'T' for true statement and 'F' for false statement.
Ans. 1. T   2. F   3. F   4. T   5. F   6. F   7. T

C.   Write short notes on.
Ans. 1. A computer system is defined as a machine that is used to generate information from data.
    2. **Hardware :** Computer hardware refers to the parts of a computer system that you can touch and feel such as monitor, CPU, keyboard, mouse, printer, speakers.

3. **Software :** Software is the set of programs that tells a computer what to do.
4. **Applications :** Application software that helps you in doing some specific work.
5. **System software :** System software controls and manages the overall activities of a computer system.
6. Windows is an example of system software.

D. Differentiate between the following.

Ans. 1. **Hardware :** Computer hardware refers to the parts of a computer system that you can touch and feel such as monitor, CPU, keyboard, mouse, printer, speakers.
   Software : Software is the set of programs that tells a computer what to do.

2. **Applications :** Application software helps you in doing some specific work.
   System software : System software controls and manages the overall activities of a computer system.

3. **Operating system :** When you start a computer, a software also starts with it this is called the operating system.
   Windows : Windows is an operating system, which is an example of system software.

4. **System software :** System software is like a manager of a computer system. It runs the application software. **Operating system :** Operating system controls and manages the entire processing of a computer. Windows is an example of operating system.

E. Answer the following questions.

Ans. 1. Operating system/windows
   e.g., windows XP, windows Vista, Windows 7

2. A computer system is defined as a machine that is used to generate information from data.

3. **Hardware :** Computer hardware refers to the parts of a computer system that you can touch and feel such as monitor, CPU, keyboard, mouse, printer, speakers.

4. **Software :** Software is the set of programs that tells a computer what to do.

5. Paint program is used to draw pictures.

6. Monitor, CPU, keyboard, mouse, printer, speakers etc.

7. **Operating system :** When you start a computer, a software also starts with it this is called the operating system.
   Windows : Windows is an operating system, which is an example of system software.

Activity

• Find the names in the Word grid which you have learnt in this chapter.

W	K	H	Z	T	W	T	P	A	I	N	T
I	R	A	P	F	M	R	Q	J	Z	F	T
N	P	R	T	S	O	F	T	W	A	R	E
D	B	D	R	K	T	O	K	N	D	I	N
O	N	W	B	B	N	S	Y	S	T	E	M
W	J	A	P	R	O	G	R	A	M	S	G
S	F	R	N	O	J	R	B	B	K	T	M
O	B	E	J	S	M	A	C	H	I	N	E

3 Types of Computer

Exercises

Section : I

B. Tick (✓) the correct option.

Ans. 1. c   2. b   3. d   4. b   5. c

Section : II

A. Fill in the blanks with the correct words.

Ans. 1. Computers are classified according to **speed** and **size**.
2. Micro Computers are **small** in size.
3. Super Computers have a very large **memory**.
4. Mini Computers are **less** expensive.
5. **Desktop** computer can be fit on a desk.

B. Write 'T' for true statement and 'F' for false statement.

Ans. 1. T   2. T   3. F   4. F   5. T

C. Answer the following questions.

Ans. 1. Micro computers are able to do a variety of jobs. These computers are small in size and thus occupy less space the are fast and accurate.
2. Super computers have a very large memory and work at a tremendous speed. They are used for solving very complex problems like weather forcasting.
3. On the bases of working principles :
Analog computer   Digital computer   Hybrid computer
4. These computers are very large in size. They are able to do a variety of jobs. They have high processing speed, and used in big organizations.
5. Laptop is a portable computer with an integrated screen and keyboard. Palmtop is a hand sized computer without a keyboard but the screen serves both as a input and output device.

D. Match the following pictures :

Ans. 1. Mainframe
2. Desktop
3. Micro
4. Super
5. Mini
6. Analog
7. Hybrid
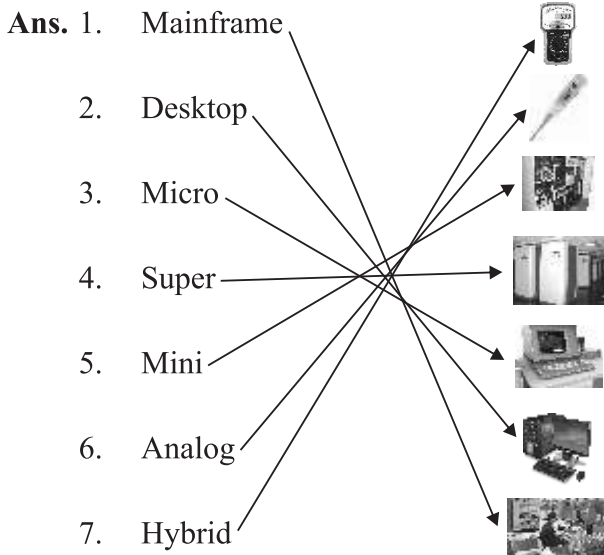
4 Working of a Computer

Exercises

B. Tick (✓) the correct option.

Ans. 1. b   2. d   3. b   4. b

A. Fill in the blanks with the correct words.

Ans. 1. Input is given to the computer by **Input device**.
2. All the processing is done inside the **CPU**.
3. The most common input device is **keyboard**.
4. The most common output device is **monitor**.

B. Write the output of the following.

	Input	Instruction	Output
	20, +, 100	Add	**120**
Ans. 1.			
2.	DGOO	Make a word	**Good**
3.	50, x, 30	Multiply	**1500**
4.	15398	Arrange in increasing order	**13589**

C. Answer the following questions.

Ans. 1. The processing of raw data by the CPU with the help of instructions is known as output.
2. It is the process in which the raw data is transformed into information.
3. Input is given to computer by an input devices like mouse or keyboard.

4. Processing is done inside the CPU.
5. We can get the output on computer by an output devices like monitor.
6. Input devices are used to feed the data in a computer with the help of keyboard or mouse.
   Output devices are used to show the result of processed data with the help of monitor or printer.

Activity

• Do the following calculations on the computer and then write it on the monitor screen.

Ans. 1. [1000 – 625] → [375]   2. [400/5] → [80]   3. [85 + 25 – 12] → [98]

5 Handling a Computer

Exercises

Section : I

B. Tick (✓) the correct option.

Ans. 1. c   2. a

Section : II

A. Fill in the blanks with the correct words.

Ans. 1. A computer works on **electricity**.
2. To start a computer, the first step is to **plug** it on.
3. We should not sit very **close** to the monitor.
4. The **keys** should not be pressed too hard.

B. Write 'T' for true statement and 'F' for false statement.

Ans. 1. F   2. T   3. T   4. F   5. T

C. Answer the following questions.

Ans. 1. The distance between you and computer should be 1.5 feet.
2. We should take care of a key board by the following points :
   Never press the keys too hard.
   Never press two or more keys at a time.
   Keep the keyboard clean.
3. While working on a computer you should not sit very close to the monitor.
   We should maintain a distance of at least 1.5 feet from the computer.
4. A standard keyboard have 102 keys.
5. To start a computer :
   Plug the power on.
   Switch on UPS.
   Switch on the CPU button.
   Switch on the monitor.
6. To shut down a computer.

Close the programs.

Click on shut down button.

7.   Before switching off the computer we must close all programs so that the work done does not get corrupted.

6   Central Processing Unit (CPU)

Exercises

Section : I

B.   Tick (✓) the correct option.

Ans. 1. c   2. d

Section : II

A.   Fill in the blanks with the correct words :

Ans. 1.   The full form of CPU is **Central Processing Unit**.

2.   Control Unit **controls** all the functions happening inside the CPU.

3.   The full form of A.L.U. is **Arithmetical Logical Unit**.

4.   The data we feed is stored inside the **memory**.

5.   All the **arithmetical** and **logical** expressions are performed in arithmetical and logical unit.

B.   Answer the following questions.

Ans. 1.   ALU perform all the arithmetical and logical expressions in a computer.

2.   Whatever the data that we feed with keyboard is stored first inside the memory. Memory keep this data until the computer is switched off.

3.   Control unit controls all the functions happening inside the CPU.

7   How to Use a Mouse

Exercises

Section : I

B.   Tick (✓) the correct option.

Ans. 1. c   2. c   3. c   4. b

Section : II

A.   Fill in the blanks with the correct words.

Ans. 1.   Mouse is an **input** device.

2.   **Mouse** is used for making designs.

3.   Mouse should be kept on a **pad**.

4.   A **pointer** is an arrow which can be shown on the monitor.

B.   Write 'T' for true statement and 'F' for false statement.

Ans. 1.   T   2. T   3. T   4. T   5. F

C.   Answer the following questions.

Ans. 1.   Mouse is an input device and is used to make pictures.

2.   A pointer is an arrow which can be shown on the monitor.

3.   A mouse should be kept on a mouse pad.

4.   A mouse pad makes the movements of mouse smooth and easy.

5.   On monitor we can see a mouse pointer.

6.   A mouse is connected with a wire to the computer.

7.   A mouse contain two or three buttons.

8 Types of Printer

Exercises

Section : I

B.   Tick (✓) the correct option.

Ans. 1. b   2. d   3. a

Section : II

A.   Fill in the blanks with the correct words.

Ans. 1.   **Printers** are classified on the basis of speed of printing.

2.   **Dot-matrix** printer is faster than **Daisy** printer.

3.   Droplets of ink are used in **Inkjet** printer.

4.   **Laser** printer produces prints of the fine quality.

B.   Write 'T' for true statement and 'F' for false statement.

Ans. 1.   T   2. F   3. F   4. T   5. F

C.   Answer the following questions.

Ans. 1.   Laser printer produces print on the whole paper at a time.

2.   Daisy wheel printer can only print text and cannot print graphics.

3.   Line printer produces a line at a time on a page. Line printer print 20 to 80 lines per second.

4.   In Dot matrix printer the characters are made up of dots instead of continuous lines. They can print graphs and photographs also.

5.   Inkjet printer : Droplets of ink are used for printing in this printer. Quality of printing is good.

Laser printer : It produces print on the whole paper at a time. It is faster than other printers.

Activity

•   Name these printers.

| LASER | DAISY WHEEL | INKJET | DOT MATRIX |

9 Introduction to MS Word 2010

Exercises

Section : I

B. **Tick (✓) the correct option.**

Ans. 1. b   2. a   3. c

Section : II

A. **Fill in the blanks with the correct words.**

Ans. 1. **Backspace** key is used to erase the character on the left of the cursor.
2. The Title bar is **transparent** in colour.
3. The **file-menu** button is in the upper-left corner of the title bar.
4. **Ribbon** gives you all the options related to each tab.
5. **Delete** key erases the character on the right of the cursor.

B. **Write 'T' for true statement and 'F' for false statement.**

**Ans.** 1. T   2. F   3. T   4. T   5. F

C. **Answer the following questions.**

Ans. 1. MS-Word is a word processing program. You can type, edit, format, save and print words.

2. Steps to open MS-Word :
Click on start button.
Select all programs.
Click on Microsoft office.
Click on Microsoft word 2010.

3. Parts of MS Word Window :

Title bar	Cursor	Horizontal Ruler
Ribbon	Text Area	Scroll Bars
Vertical	Ruler	Tabs

4. To select a line :
Move the cursor to the beginning of the line in the margin area. The cursor will change into a black arrow pointing towards right.
Click the mouse the line will be selected

5. To save a file :
Click on the File tab
Click on save As the save as dialog box opens.
In the File name box, type the name of your file.
From the left pane of the dialog box, select Documents.
Click on the save buttom.

6. To hide or show the ruler :
Click the view Ruler icon over the scroll bar to hide the ruler.
To show the ruler, click the view ruler icon again.

7. To minimise or maximise the Ribbon :
   Click the arrow in the upper right corner of the ribbon to minimise it.
   To maximise the ribbon click the arrow again.

Activity
- Label the parts of window :
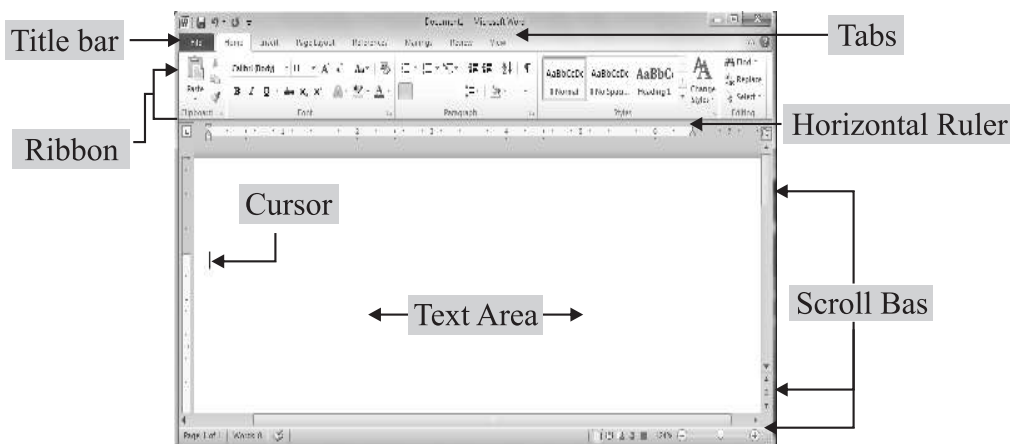
- Write names of the following :

| Bold | Open | Italics | Ribbon | Save | Underline | Paste |

10 LOGO Primitives–I

Exercises

Section : I

B. Tick (✓) the correct option.
Ans. 1. c   2. a

C. Unscramble the following.
Ans.
1. I P R I T M V E I   :   PRIMITIVE
2. D A R W O F R   :   FORWARD
3. U T R T E L   :   TURTLE
4. O M A M C D N   :   COMMAND
5. A K C B   :   BACK

Section : II

A. Fill in the blanks with the correct words.
Ans. 1. **BACKWARD** command will move the turtle in the backward direction.

2. FD is the short form of **forward**.
3. **FD 20** command will move the turtle 20 steps in the forward direction.
4. To move the turtle 50 steps backward, the command is **BK 50**.
5. **RT** is the short form of Right command.
6. RT 90 will turn the turtle by **90 degrees** in **right** direction.
7. LT 45 will move the turtle by **45 degrees** in **Left** direction.
8. The short form of Left is **LT**.
9. Always leave one **space** between RT and number of turns.

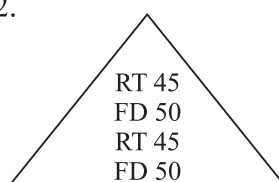**B.** **Do the following primitives at the LOGO prompt and see what happens?**
Ans. Do yourself

C. **Draw the following figures using LOGO commands.**
Ans. 1.

FD 50
LT 90
FD 50
RT 90
FD 50
RT 90   FD 50   LT 90

2.

RT 45
FD 50
RT 45
FD 50
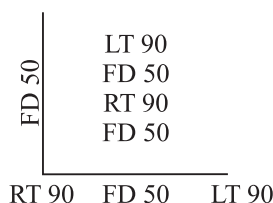
D. **Write 'T' for true statement and 'F' for false statement.**
Ans. 1. T   2. T   3. F   4. F   5. T   6. F   7. T   8. T

E. **Answer the following questions.**
Ans. 1.   RT 180, FD 30
2.   FD 10
3.   Use command right or RT
       Always leave one space between Right and number of turns.
4.   Use command left or LT
       Always leave one space between Left and number of turns.
5.   RT 10
6.   RT 90
7.   LT command is used to turn the turtle to its left direction.

Activity
•   Find the names in the Word grid you have learnt in this chapter.

C	T	U	R	T	L	E	J	R	B	F
O	K	R	N	T	F	P	O	N	K	O
M	P	R	I	M	I	T	I	V	E	R
M	F	K	R	Z	P	Q	N	Z	R	W
A	P	N	T	S	J	F	O	B	R	A
N	X	P	Z	J	N	O	T	A	B	R
D	J	N	K	B	Y	T	N	S	R	D
B	A	C	K	W	A	R	D	J	P	K

11 LOGO Primitives–II

Exercises

B. **Tick (✓) the correct option.**

Ans. 1. c   2. a

Section : II

A. **Fill in the blanks with the correct words.**

Ans. 1. To erase the character **delete** and **clear text** keys are used.
2. To clear the text we use graphic **area** primitive.
3. The area where the primitives are written is called **graphic area**.
4. The LOGO screen is divided into **two** areas.
5. The Clear Screen primitive is used to clear the **text area**.

B. **Match the following.**

	Column I	Column II
Ans. 1.	It makes the turtle move backward	BACK
2.	You can draw diagrams or figures	SCREEN AREA
3.	It clears the text	CLEARTEXT
4.	You can write the primitives	TEXT AREA
5.	It can give spaces to you	SPACE BAR

C. **Answer the following questions.**

Ans. 1. Clear screen (CS) command is used to clear the drawing Area.
   Clear text (CT) command is used to clear the command Area.
2. We will use clear text command when we want to clear only the primitives but not the figures.
3. The Area where the primitives are written is called text area.
4. The Area where the turtle draws diagrams or figures is called screen Area.
5. Delete or Backspace key is used to erase the characters.

Activity

• Type these primitives at the LOGO prompt and check the result.

   1. ? FD 30   2. ? BK 20
   ? RT 90   ? LT 30
   ? FD 30   ? CS
   ? RT 90   ? FD 40
   ? CT   ? LT 10

   Do yourself

12 Internet

Exercises

B.   Tick (✓) the correct option.

Ans. 1. b   2. c   3. a   4. c

C.   Answer the following questions :

Ans. 1.   Internet is a world wide network of networks.

2.   Requirement for running an internet.
     Browser (Microsoft Explorer or Netscape Navigator)
     Telephone line
     Modem
     Internet connection

3.   Modem is an electronic device that converts digital data from computer into signals.

4.   Webpage is an electronic page, which contains text, images, audio, video, animation and links. Homepage is the first page that you would see on the website.

5.   Web Browser : It is a software application that resides on your PC and can display text, images and multimedia data found on different web pages.
     ISP : It is a company that provide Internet connection. It is called Internet service provider.
     Internet Protocol : It is responsible for the addressing and sending data from one computer to another computer.
     Hyperlink : Hyperlink are the link which allow you to navigate from one web document to another on the same computer or on a different computers in your own city, country or any where else in the world.

6.   Uses of Internet
     You can get any information on any topic.
     You can chat with your friends and send e-mails.

7.   Website is a collection of related web-pages linked to one another. It provides the information about many things such as person, business, education and many other things.

Section : II

A.   Write the correct one in the space provided :

Ans. 1.   **Internet** is a world wide network.

2.   TCP stands for **Trnsmission Control Protocol**.

3.   A **Modem** is an electronic device that converts digital data from computers into signals.

4.   VSNL is a famous **ISP**.

5. **Home page,** is the first page that you would see on the website.
6. All web text made by **HTML**.
7. Internet **Protocol** is responsible for the add-ressing and sending data from one computer to another.
8. WWW stands for **Worldwideweb**.
9. When two or more computers are connected with each other is called a **Network**.
10. **Firefox** is a web browser.
11. On **Internet** we can get any information on any topic.

B.   Write (T) for true and (F) for false statements :
Ans. 1. F   2. F   3. T   4. T   5. T   6. F   7. T   8. F

C.   Define the following terms :
Ans. WWW   :   **It is a largest collection of information on the Internet.**
Web page   :   **It is an electronic page, which contains text, images, audio, video and links.**
Website   :   **It is a collection of related wab pages linked to one another.**
Home page :   **It is the first page that you would see on the web site.**

Activity
•   Do yourself.
•   Do yourself.
•   Do yourself.