DIRECTORATE OF GOVTERNMENT EXAMINATION CHENNAI- 600 006.
HIGHER SECONDARY SECOND EXAMINATION YEAR- MAY 2022.
KEY ANSWER – COMPUTER TECHNOLOGY

Note :
1. Answer written in blue or black ink only be valued
2. Out of four options, choose the best key answer and write it along with its option code.

Part - I

Answer all question **15** X **1** = **15**

Question No	Option Code	Key answer	Mark
1	**d**	Page Maker	**1**
2	**b**	File Menu	**1**
3	**a**	Zoom Tool	**1**
4	**b**	Gutter	**1**
5	**b**	Pasteboard	**1**
6	**b**	Lines and curves	**1**
7	**b**	Property bar	**1**
8	**c**	F5	**1**
9	**a**	2	**1**
10	**d**	Microsoft	**1**
11	**b**	Stage	**1**
12	**d**	All of the above	**1**
13	**a**	Autodesk, Inc	**1**
14	**c**	F7	**1**
15	**b**	8 bit	**1**

Part- II

Note:
1. Answer any six questions
2. Question No. 24 is compulsory

Question No	Key answer	Marks
16.	Adobe PageMaker, Adobe InDesign, QuarkXPress (any two)	2x1 =2
17.	1. File > New in the menu bar. (or) Press Ctrl + N in the keyboard. Now Document Setup dialog box appears.	1
	2. Enter the appropriate settings for your new document in the Document Setup dialog box. **3.** Click on **OK** button	1
18.	Workspace in InDesign is designed so that panels with similar functions are grouped together.	2

19.	The pasteboard is the gray area surrounding the document window.	2
20.	1.Script writer,2. Production manager, 3.Editor, 4.Graphics 5. Architect, 6. Multimedia Architect 7. Web Master (Any Four).	4 x1/2 =2
21.	1. Flash is a software used to create animations. 2. It contains tools that can be used to draw basic objects and to create scenes.	1 1
22.	The timeline is one of the most important components of Flash. It is located below the Stage. It is used to specify of each element's appearance and animation.	2
23.	While drawing a line, if you specify a wrong endpoint, then you can undo the last specified point and go back to the previous stage by using the Undo option of the Line tool.	2
24.	The Flash window is divided into four main components. **1.** Stage and Pasteboard **2.** Timeline **3.** Tools panel **4.** Property Inspector	4 x ½ =2

Part- III

Note: 1. Answer any six questions
              2. Question No. 33 is compulsory

25.	Tools Key board shortcuts	
	Pointer Tool F9	
	Rotating Tool Shift + F2	
	Line Tool Shift + F3	
	Rectangle Tool Shift +F4	
	Ellipse Tool Shift +F5	
	Polygon Tool Shift +F6	3 x 1 = 3
	Hand Tool Shift +Alt + Drag Left Mouse button	
	Text Tool Shift +Alt+F1	
	Cropping Tool Shift +Alt+F2	
	Constrained Line Tool Shift +Alt+F3	
	Rectangle Frame Tool Shift +Alt+F4	
	(Any three)	
26.	1.Rectangle tool - tools for creating objects 2. Rotate tool - tools for transforming objects , 3. Zoom Tool - changing the page view 4. Hand tool - Navigating the workspace, (Any three)	3 x1 = 3
27.	There are three tools 1. Ellipse Frame 2. Rectangle Frame 3. Polygon Frame.	1 2

28.	(Vector graphic)	Bitmap	
	Vector graphics are usually illustrations created in and imported from drawing programs Ex : Adobe Illustrator.	Images that consist of pixels created in a program. They can also be digital photos. Ex : Adobe photoshop	3
29.	1. TIFF – Tagged Image File Format 2.BMP – Bitmap 3.DIB - Device Independent Bitmap 4.GIF – Graphics Interchange Format 5.JPEG – Joint Photographic Experts Group 6.TGA – Tagra 7. PNG – Portable Network Graphics (Any Three)		3 x 1 = 3
30.	1. Text File – Text files are used in multimedia. 2. Image file - Images files are added in multimedia. 3. Animation file - displaying still images so quickly so that they give the impression of continuous movement. 4. Sound file – Sound files are added in multimedia. 5. Video file – Video files are added in multimedia. (Any three)		3 x 1 = 3
31.	Timeline is the record of every frame, layer and scene that makes up a movie. It controls and organizes the movie's content over time using layers and frames.		3
32.	1. Line Tool – It is used to draw straight lines. 2. Rectangle Tools- used to draw rectangular and square shapes 3.Oval file - It is used to draw oval shapes and circle		1 1 1
33.	Function key	Function Defined	
	F1	Online Help	
	F2	Toggles between Command window On and OFF	
	F3	Toggles between OSNAP On and OFF	
	F4	Toggles between Tablet On and OFF	
	F5	Toggles between Isoplanes Right, Left, and Top	
	F6	Toggles between Dynamic UCS On and OFF	
	F7	Toggles between Grid On and OFF	
	F8	Toggles between Ortho Mode On and OFF	6 x ½=3
	F9	Toggles between Snap Mode On and OFF	
	F10	Toggles between Polar Tracking On and OFF	
	F11	Toggles between Objects Snap Tracking On and OFF	
	F12	Toggles between Dynamic Input On and OFF	
	(Any Six Function Keys)		

Note :   Answer all questions

34.a)	Tools in the Pagemaker Toolbox		10 x ½ =5
	Tools	**Uses**	
	Pointer Tool	Used to select, move, and resize text objects and graphics.	
	Text tool	Used to type, select, and edit text.	
	Rotating tool	Used to select and rotate objects.	
	Cropping tool	Used to trim imported graphics.	
	Line tool	Used to draw straight lines in any direction.	
	Constrained line tool	Used to draw vertical or horizontal lines.	
	Rectangle tool	Used to draw squares and rectangles.	
	Rectangle frame tool	Used to create rectangular placeholders for text and graphics.	
	Ellipse tool	Used to draw circles and ellipses.	
	Ellipse frame tool	Used to create elliptical placeholders for text and graphics.	
	Polygon tool	Used to draw polygons.	
	Polygon frame tool	Used to create polygonal placeholders for text and graphics.	
	Hand tool	Used to scroll the page (an alternative to the scroll bar)	
	Zoom tool	Used to magnify or reduce an area of the page.	
	(Any ten tools)		

	(OR)	
34) b)	Linking Frames containing text 1.Draw a second frame with the Frame tool of your choice. 2. Click the first frame to select it. 3. Click on the red triangle to load the text icon. 4. Click the second frame. PageMaker flows the text into the second frame.	5
35. a)	Graphic frames are used to import pictures of other software programs. You can insert the picture in the frame. **1.** Make a graphic frame. **2.** Choose **File > Place** in the menu. The **Place** dialog box appears. **3.** Locate and select the picture you want to insert the frame. **4.** Click on Open. The picture will appear in the graphic frame.	5

		(OR)	

35. b)		You can draw spirals of different sizes with Spiral tool.
		
		To draw a spiral,
		
		1. Click and hold the Polygon tool. A flyout menu will appear.
		
		2. Click on the Spiral tool from the flyout menu.
		
		3. Now you should type a value in the Spiral revolutions box on the property bar to set the number of full-circle revolutions to appear in 5the new spiral object.
		
		4. Next, click one of the following buttons on the property bar:
		     Symmetrical spiral
		    Logarithmic spiral
		    We want to change the amount by which the spiral expands as it moves outward, move the Spiral expansion slide.
		
		5. Drag diagonally in the drawing window until the spiral is the required size.
			5

36. a)		To fit text to a path: 1. Select the text object and the second object using the Pick tool and the Shift key. 2. Choose Fit Text To Path from the Text menu. 3. The text is redrawn along the path of the second object. You can remove the path object with the Delete command when the text is positioned correctly. (OR) To enter text directly onto a path 1. Using the Pick tool, select the path. 2. Choose Text > Fit text to path in the menu bar. 3. Move the text cursor over the outline of the target shape. The pointer changes to the Fit text to path pointer.	5
		(OR)	

36. b)		1. Conceptual Analysis and Planning
		Conceptual analysis identifies a appropriate theme, budget and content availability on that selected theme. Additional criteria like copyright issues also are considered in this phase.
		2. Project design
		   Once the theme is finalized objectives, goals, and activities are drawn for the multimedia project. General statements are termed as goals. The specific statements in the project is known as the objectives. Activities are series of actions performed to implement an objective.
		3. Pre-production
		  It is necessary to develop the project. The following are the steps involved in pre-production:
		4. Budgeting
		  Budgeting for each phases like consultants, hardware, software, travel, communication and publishing is estimated for all the multimedia projects.
			5

	5. Multimedia Production Team
	  The team comprises of members playing various roles and responsibilities like Script writer, Production manager, Editor, Graphics Architect, Multimedia Architect and Web Master.
	6. Hardware/Software Selection
	  Hardware includes the selection of fastest CPU, RAM and huge monitors, sufficient disc for storing the records. Selection of the suitable software and file formats depends on the funds available for the project being developed.
	7. Defining the Content
	  Content is the "stuff " provided by content specialist to the multimedia architect with which the application is developed.
	8. Preparing the structure
	  A detailed structure must have information about all the steps along with the timeline of the future action. This structure defines the activities, responsible person for each activity and the start/end time for each activity
	9. Production
	  After the pre-production activities, the production phase starts. This phase includes the activities like background music selection, sound recording and so on. Text is incorporated using OCR software, Pictures shot by digital camera, Video clips are shot, edited and compressed. A pilot project is ready by this time.
	10.Testing
	The complete testing of the pilot product is done before the mass production to ensure that everything is in place, thereby avoiding the failure after launch.	

37.a)	1. Text Formats 2. Image Formats 3. Digital Audio File Formats 4. Digital Video File Formats Explanation of file format	2 3
	[OR]	

37.b)	1. Selection Tool
	    This tool is used to select an object or parts of an object, such as
	    the stroke or fill, and to reshape and reposition objects.
	2. Subselection Tool
	   This tool is used to select, drag, and reshape an object.
	3. Free Transform Tool
	   It is used to rotate, scale, skew, and distort objects.
	4. Gradient Transform Tool
	   It is used to transform a gradient fill by adjusting the size,
	   direction, or center of the fill.
	5. 3D Rotation Tool
	   It is used to create 3D effects by rotating movie clips in 3D space
	   on the Stage.
	6. 3D Translation Tool
	   It is used to create 3D effects by moving movie clips in 3D space
	   on the Stage. The 3D Rotation and the 3D Translation tools are
		10x1/2=5

grouped within one icon on the Tools panel.

7. Lasso Tool

  It is used to select objects or parts of objects by drawing a
  freehand.

8. Pen Tool

   It is used to draw lines and curves by creating a series of dots,
   known as anchor points, that are automatically connected.

9.Text Tool

  It is used to create and edit text. Line Tool (N) It is used to draw
  straight lines. You can draw vertical, horizontal, and 45° diagonal
  lines by pressing and holding

10. Rectangle Tool

   It is used to draw rectangular shapes. Press and hold Shift key to
  draw a perfect square.

11. Oval Tool

 It is used to draw oval shapes. Press and hold Shift key to draw a
  perfect circle

12. Primitive Rectangle and Oval

   It is used to draw objects with properties, such as corner radius or
   inner radius, that can be changed using the Properties panel.

13. PolyStar Tool

 It is used to draw polygons and stars. The Rectangle, Oval,
  Primitive, and PolyStar tools are grouped within one tool on the
  Tools panel.

14. Pencil Tool

 It is used to draw freehand lines and shapes. The Pencil Mode
  option displays a menu with the following commands: Straighten
  (draws straight lines), Smooth (draws smooth curved lines), and
  Ink (draws freehand with no modification).

15. Brush Tool

   It is used to draw (paint) with brush-like strokes.

16. Spray Brush Tool

 It is used to spray colors and patterns onto objects. Dots are the
  default pattern for the spray. However, you can use a graphic
  symbol, such as a flag, to create a pattern.

17.Deco Tool

   It is used to turn graphic shapes into geometric patterns or to
 create kaleidoscopic like effects.

18. Bone Tool

 It is used to animate objects that have joints. For example you
 could use a series of linked objects, such as arms and legs to
 create character animations

19. Bind Tool

 It is used to adjust the relationships among individual bones. The
  Bone and Bind tools are grouped together.

20. Paint Bucket Tool

 It is used to fill enclosed areas of a drawing with color

21. Fill Color Tool

 It is used to set the fill color of drawn objects.   (Any ten Tools)

38. a)	Select Objects in Adobe Flash Cs6. 1. Selection Tool - To select an object, click the Selection tool 2. Lasso - Tool is used for selecting objects by drawing a freehand selection area. 3. Point – to – Point - create point-to-point selection of objects. Explanation of the Format	2 3
	[OR]	
38.b)	Rectangular Command: LINE Specify first point: 1,1 Specify next point or [Undo]: @4,0 Specify next point or [Undo]: @0,3 Specify next point or [Close/Undo]: @-4,0 Specify next point or [Close/Undo]: @0,-3 Specify next point or [Close/Undo]: C Enter Key is pressed It is draw the rectangle	5