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XI STANDARD COMPUTER SCIENCE

ONE MARKS FOR REVISION

YEAR	NAME OF THE INVENTION
1940 – 1956	First Generation (Vacuum Tubes)
1956 – 1964	Second Generation (Transistors)
1964 – 1971	Third Generation (Integrated Circuits)
1971 – 1980	Fourth Generation (Microprocessor)
1981 – till date	Fifth Generation (ULSI)
Future	Artificial Intelligence

ABBREVIATION	EXPANSION
NLP	Natural Language Processing
VLSI	Very Large Scale Integrated Circuits
ULSI	Ultra Large Scale Integration
ENIAC	Electronic Numerical Integrator and Calculator
OCR	Optical Character Recognition
AI	Artificial Intelligence
IPO Cycle	Input – Process – Output Cycle
CPU	Central Processing Unit
ALU	Arithmetic Logic Unit
OCR	Optical Character Reader
CCD	Charge Coupled Device
GUI	Graphical User Interface
CRT	Cathode Ray Tube
LCD	Liquid Crystal Tube
LED	Light Emitting Diode
VGA	Video Graphics Array
DPI	Dots Per Inch
PPM	Pages Per Minute
OS	Operating System
RAM	Random Access Memory
ROM	Read Only Memory
POST	Power on Self Test
BIOS	Basic Input Output System
BIT	Binary Digit
KB	Kilo Byte
MB	Mega Byte
GB	Giga Byte
TB	Tera Byte
PB	Peta Byte
EB	Exa Byte
ZB	Zetta Byte

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YB	Yotta Byte
ASCII	American Standard Code for Information Interchange
MSB	Most Significant Bit
LSB	Least Significant Bit
BCD	Binary Coded Decimal
EBCDIC	Extended Binary Coded Decimal Interchange Code
ISCII	Indian Standard Code for Information Interchange
BIS	Bureau of Indian Standards
MHz	Mega Hertz
GHz	Giga Hertz
MDR	Memory Data Register
MAR	Memory Address Register
PC	Program Counter
RISC	Reduced Instruction Set Computers
CISC	Complex Instruction Set Computers
DRAM	Dynamic RAM
SRAM	Static RAM
ROM	Read Only Memory
PROM	Programmable Read Only Memory
EPROM	Erasable Programmable Read Only Memory
EEPROM	Electrically Erasable Programmable Read Only Memory
CD	Compact Disc
DVD	Digital Versatile Disc
HD	High – Definition
USB	Universal Serial Bus
HDMI	High Definition Multimedia Interface
FIFO	First In First Out
SJF	Shortest Job First
RR	Round Robin
FAT	File Allocation Table
NTFS	Next Generation File System

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11th STANDARD COMPUTER SCIENCE ONE MARK REVISION

CHAPTER 1 TO 10

TYPES OR CLASSIFICATION	ANSWERS
Memory	2 (Primary & Secondary)
CPU	3 (ALU, CU, and Memory Unit)
Printer	2 (Impact & Non – Impact)
Booting	2 (Warm & Cold)
Number Systems	4 (Decimal, Binary, Octal and Hexa – Decimal)
Binary Representation for Signed Nos	3 (Signed Magnitude, 1's Complement, 2's Complement)
Encoding Schemes	5 (BCD,EBCDIC,ASCII,ISCII, & Unicode)
Fundamental Gate	3 (AND, OR, NOT)
Universal Gate	2 (NAND, NOR)
Derived Gate	4 (NAND, NOR, XOR & XNOR)
Microprocessor	2 (Data Width & Instruction Set)
M.P. Based on Data Width	4
M.P. Based on Instruction Set	2 (CISC & RISC)
RAM	2 (Static & Dynamic)
ROM	3 (PROM, EPROM, EEPROM)
Software	2 (Application & System)
Operating System	2 (Single – User & Multi – User)
Level of Security	3 (File Access, System, & Network)
Window	2 (Application and Document)
Control Flow	3 (Sequential, Alternative & Iterative)
Notations for representing algorithms	3 (Programming Language, Pseudo code, & Flowchart)
Control Flow Statements	3 (Sequential, Alternative & Iterative)
Tokens	5 (Keywords, Identifiers, Literals, Operators, & Punctuators)
Literals	4 (Numeric, Boolean, Character & String)
Numeric Literals or Constants	2 (Integer Constant & Floating Point Constant)
Integer Constant	3 (Decimal, Octal and Hexa – Decimal)
Operators	3 (Unary, Binary & Ternary)
Binary Operators	5 (Arithmetic, Relational, Logical, Assignment & Conditional)
Assignment Operators	5 (Addition, Subtraction, Multiplication, Division, Modulus Assignment Operators)
Errors	3 (Syntax, Semantic & Run – Time)
Data Types	3 (Fundamental, Derived & User – Defined)
Fundamental Data Types	5 (int, char, void, float & double)
Modifiers	4 (signed, unsigned, long, & short)
Manipulators	5 (endl, setw, setfill, setprecision and setf)
Expression	7 (Constant, Integer, Floating, Relational, Logical, Bitwise, & Pointer)
Type Conversion	2 (Implicit & Explicit)
Kinds of Statements	2 (Null & Compound)
Control Statements	3 (Sequential, Selection & Iteration)
Iteration Statements	3 (for, while & do – while)
Parts of Loop	4 (Initialization, Test Condition, Body of the Loop & Update Expression)
Jump Statements	3 (goto, break and continue)

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