# CHRIST THE KING BOYS MATRIC HR. SEC. SCHOOL, KUMBAKONAM – 612 001.

#### ONE MARK FOR REVISION – NAMES AND ALIAS NAMES

Primary Memory         Volatile Memory           Cold Booting         Hard Booting           Radix         Base Value           Most Significant Bit         Sign or Parity or Left Most Bit           Logical Statement         Truth Function           Truth Values         0(False) or 1(True)           Logical Variable         Binary Valued Variable or Boolean Variable           Response Time         Access Time           Tiny Indentations in CD         Pits           Area between pits         Lands           Single User OS         Single Task OS           Opening Screen of Windows         Desktop           Horizontal Bar         Task Bar           Keywords         Reserved Words           Tokens         Lexical Unit           Literals         Constants           Non – Frintable Characters         Non – Graphical Characters           Conditional Operator         Ternary Operator           Stream Extraction Operator         Get from Operator           Stream Extraction Operator         Get from Operator           Fundamental Data Types         Atomic or Pre-defined Data types           Modifiers         Qualifiers           Garbage Value         Junk Value           Explicit Conversion	ONL WINK TOK KLV 15	
Secondary Memory   Non - Volatile Memory	Primary Memory	Volatile Memory
Cold Booting         Hard Booting           Warm Booting         Soft Booting           Radix         Base Value           Most Significant Bit         Sign or Parity or Left Most Bit           Logical Statement         Truth Function           Truth Values         O(False) or 1(True)           Logical Variable         Binary Valued Variable or Boolean Variable           Response Time         Access Time           Tiny Indentations in CD         Pits           Area between pits         Lands           Single User OS         Single Task OS           Opening Screen of Windows         Desktop           Horizontal Bar         Task Bar           Keywords         Reserved Words           Tokens         Lexical Unit           Literals         Constants           Non – Printable Characters         Non – Graphical Characters           Conditional Operator         Ternary Operator           Size of Operator         Compile Time Operator           Stream Extraction Operator         Get from Operator           Stream Insertion Operator         Get from Operator           Fundamental Data Types         Atomic or Pre-defined Data types           Modifiers         Qualifiers           Garbage Value <t< th=""><th></th><th>·</th></t<>		·
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	Derived Class	Child or New or Sub or Power Packed Class

# CHRIST THE KING BOYS MATRIC HR. SEC. SCHOOL, KUMBAKONAM – 612 001.

### ONE MARK FOR REVISION – TYPES

Memory	2 (Primary & Secondary)
Mouse	8 (Mechanical, Optical, Laser, 3D, Tactile, Ergonomic, Game, & Air Mouse)
Printer	2 (Impact & Non – Impact)
Booting	2 (Cold or Hard & Warm or Soft Booting)
Number System	4 (Binary, Decimal, Octal & Hexa – Decimal)
Fundamental Gates	3 (AND, OR, & NOT)
Universal Gates	2 (NAND & NOR)
Derived Gates	4 (NAND, NOR, XOR, & XNOR)
Based on Data Width	4 (8-Bit, 16-Bit, 32-Bit, & 64-Bit)
Based on Instruction Set	2 (Reduced Instruction Set Computer, & Complex Instruction Set Computer)
Accessing Methods	2 (Sequential & Random Access)
RAM	2 (Static & Dynamic RAM)
ROM	3 (PROM, EPROM, & EEPROM)
Port	8 (Serial, Parallel, USB, VGA Connector, Audio Plugs, PS/2, SCSI, & HDMI
Software	2 (Application & System)
Operating System	2 (Single – User & Multi – User)
Process Management	4 (FIFO, SJF, Round Robin, & Based on Priority)
Security Levels	3 (File Access, System & Network Level)
Window	2 (Application & Document)
Elements of a Window	5 (Title Bar, Menu Bar, Workspace, Scroll Bars, Corners and Borders)
Building Blocks of Algorithm	4 (Data, Variable, Control Flow, & Functions)
Algorithm Design Techniques	4 (Specification, Abstraction, Composition, & Decomposition)
<b>Notations to represent Algorithms</b>	3 (Programming Language, Pseudo code, & Flowchart)
Tokens	5 (Keywords, Identifiers, Constants or Literals, Operators, & Punctuators)
Literals or Constant	4 (Numeric, Character, String & Boolean)
Numeric Constant	2 (Integer & Real)
Operators	5 (Arithmetic, Relational, Logical, Assignment, & Conditional)
Operands	3 (Unary, Binary, Ternary)
Types of Error	3 (Syntax, Semantic & Run-time Error)
Data Type	3 (Built – in, Derived, & User – Defined)
Built – in Data Type	5 (int, char, float, double, & void)
Derived Data Type	4 (Array, Function, Pointer & Reference)
User – Defined Data Type	4 (Structure, Union, Class & Enumeration)

## CHRIST THE KING BOYS MATRIC HR. SEC. SCHOOL, KUMBAKONAM – 612 001.

Modifiers	4 (signed, unsigned, long, & short)
Expression	7 (Constant, Integer, Floating, Relational, Logical, Bitwise, & Pointer)
Conversion	2 (Implicit & Explicit)
Statement	2 (Null & Compound or Block Statement)
Control Statement	3 (Sequential, Selection, & Iteration)
Iteration Statement	3 (For, While & Do – While)
Jump Statement	3 (goto, break & continue statement)
Functions	2 (Built – in & User – Defined)
Scope	4 (Local, Function, File & Class Scope)
Array	3 (One – Dimensional, Two – Dimensional & Multi – Dimensional)
Memory Representation	2 (Row-Major order & Column-Major order)
Programming	3 (Procedural, Modular & Object – Oriented)
Access Specifier	3 (Private, Protected, & Public)
Methods to Create Object	2 (Global & Local Object)
Methods to Define Member	2 (Inside the Class & Outside the Class
Function	
Constructor	3 (Default or Non - Parameterized, Parameterized, & Copy)
Ways to Create Object	2 (Implicit Call & Explicit Call)
Polymorphism achieved by	2 (Function & Operator Overloading)
Inheritance	5 (Single, Multiple, Multi – level, Hierarchical, & Hybrid Inheritance)