[HALF YEARLY EXAMINATION KEY ANSWER -2024-2025] STD: XI - COMPUTER APPLICATIONS - DR SURESH MATRIC HSS - RAMANATHAPURAM (DIST) I (One word) 1.C 2.C 3.D 4.A 5.B 6.C 7.B 8.B 9.C 10.A 11.B 12.D 13.B 14.B 15.A II (Two Marks) (Q.no 24 is compulsory) 16 The ALU is a part of the CPU where various computing functions are performed on data. \$ The ALU performs arithmetic operations such as addition, subtraction, multiplication, division and logical operations 17 Google and Bing The icons which are available on desktop by default while installing Windows OS are called standard icons. 18 ٠ The standard icons available in all Windows OS are My Computer, Documents and Recycle Bin. ٠ 19 A presentation software is a computer software package used to show information, in the form of a slide show. ٠ Each slide uses a variety of multimedia elements that grabs the viewer's attention and retains it. * 20 The CC (Carbon Copy) field allows you to specify recipients who are not direct addressees ٠ The BCC (Blind Carbon Copy) field is similar to CC, except the recipients are secret. ٠ Each BCC recipient will receive the e-mail, but will not see who else received a copy. ٠ The <hr> (Horizontal Rules) tag, which is known as "Thematic Breaks" separate sections of an HTML 21 \$ document visually. It produces a horizontal line spread across the width of the browser. This is an empty tag. ٠ 1. GIF (Graphical Interchange Format) 2. JPEG (Joint Photographic Experts Group) 22 3. PNG (Portable Network Graphics) 4.SVG (Scalable Vector Graphics) <Link rel = "style sheet" type = "text/css" href = CSS File Name with Extension> 23 $65_{10} = (1000001)_2$ 24 Ш (Three Marks) (Q.no 33 is compulsory) Each number system is uniquely identified by its base value or radix. 25 * * Radix or base is the count of number of digits in each number system. * Radix or base is the general idea behind positional numbering system. **Example:** 1.Binary – Radix 2 (1010)₂ 2.Octal - Radix 8 (457)8 3.Decimal- Radix 10 (314)10 4.hexa-Decimal - Radix 16 (25F)16 1.User Interface (UI) 2.Memory Management 3.Process management 26 4. Security Management 5. Fault Tolerance 6.File Management Place the insertion pointer in the row or in the column where you would like to add new rows or columns and right click. 27 1. 2. Choose Row -Insert - to insert a row or Column - Insert - to insert a column. 3. A dialog box will appear, from which you can select the number of rows or columns to insert. You can also set the position of the new rows or columns to before or after. Click Ok to close the dialog box. 4. 28 The Transmission Control Protocol/ Internet Protocol) to transmit data via various types of media. \$ The internet protocol (IP) addressing system is used to keep track of the millions of users. ٠ The internet uses TCP/IP is a set of protocols that comprise hierarchies. 29 1. tag is used to create a table. 2. tag defines table rows 3. > tag defined table columns 4. tag is used to specify the data in a cell. 5. <caption> tag defines title for the table Method: 30 The method attribute of the form tag is used to identify how the form element names and values will be sent to the server. ٠ The get method will append the names of the form elements and their values to the URL. **Action** The action attribute identifies the server side program or script that will process the form. ٠ The action will be the name of a Common Gateway Interface (CGI) program written in programming languages like Perl, JavaScript, PHP or Active Server Pages (ASP). **General Format of <form> tag** <Form method=get/post action= "back end server script"> Form elements </Form> In JavaScript there are times when the same portion of code needs to be executed many times with slightly 31 ٠ different values is called Loops. JavaScript supports three kinds of looping statements. They are 1. For loop, 2.while loop 3.do..while loop 32 The <script></script> tag containing JavaScript can be placed anywhere within in the web page, 4. but it is normally recommended that should be kept it within the <head> tags.

| | Syntax: <script language="javascript" type="text/javascript"> JavaScript code</th></tr><tr><th></th><th colspan=7>The <SCRIPT> tag takes two important attribute 1 language 2 type</th></tr><tr><th>33</th><th colspan=6>- The SOCKH 12 kg takes two important attribute 1.1anguage 2.type.</th></tr><tr><th></th><th colspan=6><pre><head> <title> Sum using Function</title> </head></pre></th></tr><tr><td></td><td colspan=5><body></td></tr><tr><td></td><td colspan=6><script type="text/JavaScript"></td></tr><tr><td></td><td colspan=6>function sum(x)</td></tr><tr><td></td><td colspan=5><math display="block">\begin{cases} 1 \\ y_0 \mathbf{r} \mathbf{v}_{-0} = 0 \end{cases}</math></td></tr><tr><td rowspan=2></td><td colspan=5>for (var $i = 1; i \le 10; i++)$</td></tr><tr><td colspan=5>{</td></tr><tr><td></td><td colspan=5>$\dot{\mathbf{x}} = \text{prompt}(\text{``Enter a number: ``, ``0'');}$</td></tr><tr><td></td><td>s = parseInt(s) + p</td><td>parseInt(x);</td><td></td></tr><tr><td></td><td>}</td><td></td><td></td></tr><tr><td></td><td>return s;</td><td></td><td></td></tr><tr><td></td><td>document.writeln</td><td>("The sum of given 10 n</td><td>umbers = $" + sum()$:</td></tr><tr><td></td><td></script> <td></td> <td></td> | | | | | | | |
|---------|--|---|---|--|--|--|--|--|
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| IV | (Five Marks) | | | | | | | |
| 34 a | Generation & Period | Main Component used | Merits/Demerits | | | | | |
| | First | Vacuum tubes | Big in size | | | | | |
| | Generation | | Consumed more power Molfunction due to successful | | | | | |
| | 1940-1950 | | Machine Language was used | | | | | |
| | Second | Transistors | Smaller compared to First Generation | | | | | |
| | Generation | | ✤ Generated Less Heat | | | | | |
| | 1956-1964 | | Consumed less power compared to first generation | | | | | |
| | | | Punched cards were used | | | | | |
| | | | First operating system was developed – Batch Processing an | | | | | |
| | | | Multiprogramming Operating System | | | | | |
| | Third | Integrated | Assembly language was used. Computers were smaller | | | | | |
| | Generation | Circuits (IC) | faster and more reliable | | | | | |
| | 1964-1971 | | Consumed less power | | | | | |
| | | | High Level Languages were used | | | | | |
| | Fourth | Microprocessor | Smaller and Faster | | | | | |
| | Generation | Very Large Scale Integrated Circuits (VI SI) | Microcomputer series such as IBM and APPLE were developed | | | | | |
| | 1971-1980 | Illtro Lorge Colle | Portable Computers were introduced. | | | | | |
| | Filth Concretion | Ultra Large Scale | Parallel Processing Super conductors | | | | | |
| | 1980 – fill | integration(OLSI) | Super conductors Computers size was drastically reduced | | | | | |
| | date | | Computers size was undstituting reduced. Can recognise Images and Graphics | | | | | |
| | | | Introduction of Artificial Intelligence and Expert Systems | | | | | |
| | | | Able to solve high complex problems including decision making | | | | | |
| | | | and logical reasoning | | | | | |
| | Sixth | Parallel and Distributed computing | | | | | | |
| | | Computers have b | ecome smarter, faster and smaller | | | | | |
| | Generation | Computers have be | | | | | | |
| | Generation In future | Development of ro | botics | | | | | |
| | Generation In future | Computers have be Development of ro Natural Language | botics Processing | | | | | |

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Or
      i) (255)_{10} = (?)_2
      <u>Step :1</u>
      2 255
                 (255)_{10} = (11111111)_2
      2 127-1
                   Step :2 (Binary to Octal)
      2 63-1
                       (11111111)_2 (?)<sub>8</sub>
      2 31-1
                                             (255)_{10} = (377)_8
                       011 111 111
      2 15-1
                        3
                             7
                                  7
      2 7-1
      2 3-1
                  Step: 3 (Binary to Hexa Decimal)
        1-1
                        (11111111)_2 (?)<sub>16</sub>
                       <u>1111</u> <u>1111</u>
                                            (255)_{10} = (FF)_{16}
                        F
                                F
      ii) (126)_{10} = (?)_2
      Step :1
                 (126)_{10} = (1111110)_2
      2 126
      2 63-0
                  Step :2 (Binary to Octal)
      2 31-1
                       (1111110)_2 (?)<sub>8</sub>
      2 15-1
                       <u>011 111 110</u>
                                             (126)_{10} = (376)_8
      2 7-1
                            7
                        3
                                   6
      2 3-1
                  Step: 3 (Binary to Hexa Decimal)
      2 1-1
                          (1111110)<sub>2</sub> (?)<sub>16</sub>
                                            (126)_{10} = (7E)_{16}
                       <u>0111 1110</u>
                        7
                               Ε
35
      Read only memory(ROM)
          Read Only Memory refers to special memory in a computer with pre-recorded data at manufacturing time which
a
          cannot be modified.
      *
          The stored programs that start the computer and perform diagnostics are available in ROMs.
      *
         ROM stores critical programs such as the program that boots the computer.
      *
         Once the data has been written onto a ROM chip, it cannot be modified or removed and can only be read.
      ROM retains its contents even when the computer is turned off. So, ROM is called as a non-volatile memory.
      1.PROM:
      **
         Programmable read only memory is also a non-volatile memory on which data can be written only once.
      • Once a program has been written onto a PROM, it remains there forever.
      **
          Unlike the main memory, PROMs retain their contents even when the computer is turned off.
          The PROM differs from ROM. PROM is manufactured as a blank memory, whereas a ROM is programmed during
      *
          the manufacturing process itself.
      *
          PROM programmer or a PROM burner is used to write data to a PROM chip.
      *
          The process of programming a PROM is called burning the PROM.
      2.EPROM:
          Erasable Programmable Read Only Memory is a special type of memory which serves as a PROM, but the content
          can be erased using ultraviolet rays.
      *
         EPROM retains its contents until it is exposed to ultraviolet light.
      **
         The ultraviolet light clears its contents, making it possible to reprogram the memory.
      *
         An EPROM differs from a PROM, PROM can be written only once and cannot be erased.
      *
         EPROMs are used widely in personal computers because they enable the manufacturer to change the contents of
          the PROM to replace with updated versions or erase the contents before the computer is delivered.
      3.EEPROM:
         Electrically Erasable Programmable Read Only Memory can be erased by exposing it to an electrical charge.
      *
         Like other types of PROM, EEPROM retains its contents even when the power is turned off.
      *
      ٠
          Comparing with all other types of ROM, EEPROM is slower in performance.
      ٠
         The Distributed Operating System is used to access shared data and files that reside in any machine around the world.
OR
      **
          The user can handle the data from different locations.
      *
         The users can access as if it is available on their own computer.
      Advantages :
          A user at one location can make use of all the resources available at another location over the network.
      **
      *
          Many computer resources can be added easily in the network
          Improves the interaction with the customers and clients.
      **
      **
          Reduces the load on the host computer.
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3

| a | HTML has six levels of headings viz. <h1> to <h6>.</h6></h1> | | | | | |
|-----------------|---|--|--|--|--|--|
| | The number with h indicates the level of heading. Header tags display the body text as bolder and larger in s according to its level. The syntax of heading tags: <h> Heading text </h> | | | | | |
| | | | | | | |
| | | | | | | |
| | Example : | | | | | |
| | <html></html> | | | | | |
| | <head></head> | | | | | |
| | <title>Heading </title> | | | | | |
| | | | | | | |
| | <body> <h1>Welcome to Computer Application</h1> <h2>Welcome to Computer Application</h2> <h3>Welcome to Computer Application</h3> <h4>Welcome to Computer Application</h4> <h5>Welcome to Computer Application</h5></body> | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | | | | | | |
| | (h)> Welcome to Computer Application | | | | | |
| | | | | | | |
| | | | | | | |
| OD | <pre> </pre> | | | | | |
| OK | a) important text : | | | | | |
| | 1. The tag is a phrase tag. 2. It is used to define important text by displaying text as bold. | | | | | |
| | b) - Emphasized text: | | | | | |
| | 1. The tag is used to emphasize the text. 2. That means, when you use this tag, the text will be in italics. | | | | | |
| | <u>c) <mark> Tag:</mark></u> | | | | | |
| | The <mark> tag is used to highlight the text in HTML.</mark> | | | | | |
| | This is also a container tag. | | | | | |
| | Whatever the text given between <mark> and </mark> will be displayed as highlighting with default color. | | | | | |
| | \underline{d} <hr/> > tag: | | | | | |
| | The <hr/> tag having four attributes viz. size, width, no shade and color. | | | | | |
| | 1. Size: Thickness of the horizontal line can be changed with size attribute. | | | | | |
| | The size is given in terms of pixels. | | | | | |
| | 2. Width: The width attribute specifies the horizontal width of the rule line. | | | | | |
| | 3. Noshade: The default view of a horizontal rule line is 3D. | | | | | |
| | 4. Color: The horizontal line is displayed in gray color by default. | | | | | |
| | Syntax: <hr color="color_name/code" size="valuewidth=valuenoshade,"/> | | | | | |
| | e) _{tag:} | | | | | |
| | ◆ In HTML, the _{and ^{tags are used to create subscript and superscripts respectively.}} | | | | | |
| | ♦ As like as other formatting tags, this is also a container tag. | | | | | |
| 37 | 1.Numbered List / Ordered List : | | | | | |
| е <i>г</i> а | • Numbered list is created within the tag nair $\langle OI \rangle = \langle OI \rangle$ tag | | | | | |
| a | The tag < I is used to present the list item in the list. Ordered list displays items in a numerical or alphabet | | | | | |
| | order | | | | | |
| | \clubsuit Both $-OI > and -II > tags are container tags$ | | | | | |
| | Doth COL2 and CL12 tags are contained tags. Put the usual the prestice, closing tag. (J. I. never he used) | | | | | |
| | • But the usual the practice, closing tag | | | | | |
| | (1) Two schenging numbering styles (2) Start, shanging numbering order | | | | | |
| | (1) Type - changing numbering style (2) Start - changing numbering order | | | | | |
| | 2. Un-numbered List / Unordered List: | | | | | |
| | Unordered fists are often referred as bulleted fists. Letter left and a fear and a letter in the list has an final with a maximum list half and a list. | | | | | |
| | Instead of numbers, each element in the list has prefixed with a special bullet symbol. | | | | | |
| | ◆ Unordered list is surrounded within tags. | | | | | |
| | As discussed above, each list element is defined by $\langle LI \rangle$ tag. | | | | | |
| | 3.Definition List : | | | | | |
| | Definition list is different from other two types of list. No bullet or number is provided for the list items. | | | | | |
| | ✤ In this list type, the list element has two parts. | | | | | |
| | $\bigstar (1) A definition term (2) The definition description$ | | | | | |
| | | | | | | |
| | ◆ Definition list is surrounded within <dl> </dl> tags. | | | | | |
| | Definition list is surrounded within <dl> </dl> tags. Definition term is presented in between <dt> </dt> tag and | | | | | |

4

| OR | Explain about the Arithmetic operator with suitable example. (M-2020)(M-2022) (J-2024) | | | | | | | | |
|----|--|---------------------------|------------------------|---|--|--|--|--|--|
| | Arithmetic Operators : | | | | | | | | |
| | ◆ JavaScript supports all the basic arithmetic operators like addition (+), subtraction (-), multiplication (*), divis | | | | | | | | |
| | (/), and | modulus (%, also know | n as the remainder ope | erator). | | | | | |
| | Arithmetic | e Meaning | Example | Result | | | | | |
| | + | Addition | var sum = 20 + 120 | Variable sum = 140 | | | | | |
| | - | Subtraction | var diff = $20 - 120$ | Variable diff = 100 | | | | | |
| | * | Multiplication | var prod = $10 * 100$ | Variable prod = 1000 | | | | | |
| | / | Division | var res = $100/522$ | Variable res = 5.22 | | | | | |
| | % | Modulus operator | var rem = 100 % 522 | 22 Variable rem = 22 (remainder) | | | | | |
| | Example Co | oding: | | | | | | | |
| | <pre>- U X</pre> | | | | | | | | |
| | <head></head> | | | | | | | | |
| | <title>Demo Program – To test Arithmetic Operators in JavaSeriptPes师社会test Ari× []</title> | | | | | | | | |
| | | | | | | | | | |
| | <body></body> | | 11 / . | Data1:522 | | | | | |
| | <script langu<="" td=""><td>age="javascript" type=</td><td>"text/javascript"></td><td>Data2:10</td></tr><tr><td></td><td>var value1 =</td><td>522</math>, value2=10;</td><td>uo1),</td><td>The Sum of Data1 and Data2: 532</td></tr><tr><td></td><td>document.wi</td><td>rite(" br>Data1: +Val</td><td>uer);</td><td>The Difference of Data1 and Data2 : 512</td></tr><tr><td></td><td>var sum – ve</td><td>nu <u>Data∠: +Val</td><td>uc<i>2)</i>,</td><td>The Product of Data1 and Data2 : 5220</td></tr><tr><td></td><td>var sum = var var diff = va</td><td>lue1-value2.</td><td></td><td>The Remainder after Division of Data1 and Data2 : 52.2 The Remainder after Division of Data1 and Data2 : 2</td></tr><tr><td></td><td>var ord = va</td><td>alue1*value2</td><td></td><td>The rechanger and Division of Data1 and Data2 . 2</td></tr><tr><td></td><td colspan=8>var prod $-$ value1/value2, var res $-$ value1/value2.</td></tr><tr><td></td><td colspan=8>var rem = value1%value2;</td></tr><tr><td></td><td colspan=8>document.write(" document.write(" document.write(" document.write(" </td></tr><tr><td></td><td colspan=8>document.write(" The Difference of Data1 and Data2 : "+diff):</td></tr><tr><td rowspan=5></td><td colspan=8>document.write(" The Product of Data1 and Data2 : "+prod);</td></tr><tr><td colspan=8>document.write(" The Result after Division of Data1 and Data2 : "+res);</td></tr><tr><td colspan=8>document.write(" The Remainder after Division of Data1 and Data2 : "+rem);</td></tr><tr><td colspan=8></script> | | | | | | | | |
| | | | | | | | | | |
| 20 | | | | | | | | | |
| 38 | 1. Cyber Terrorism: | | | | | | | | |
| a | Hacking, threats, and blackmailing towards a business or a person. Cohen stalling to | | | | | | | | |
| | 2. Cyber stalking: | | | | | | | | |
| | | ng un ough oinnie. ••• | | | | | | | |
| | Malicio | us programs that can p | erform a variety of fu | unctions including stealing encrypting or deleting se | | | | | |
| | data, altering or hijacking core computing functions and monitoring user's computer activity without | | | | | | | | |
| | permission. | | | | | | | | |
| | 4. Denial of service attack: | | | | | | | | |
| | • Overloading a system with fake requests so that it cannot serve normal legitimate requests. | | | | | | | | |
| | 5. Fraud: | | | | | | | | |
| | Manipulating data, for example changing the banking records to transfer money to an unauthorized account. | | | | | | | | |
| | 6. Harvesting: | | | | | | | | |
| | A person or program collects login and password information from a legitimate user to illegally gain access others' account(s). | | | | | | | | |
| | 7. Identity | theft: | | | | | | | |
| | ✤ It is a cr | ime where the criminal | s impersonate individu | uals, usually for financial gain. | | | | | |
| | 8. Intellec | tual property theft: | | | | | | | |
| | Stealing practical or conceptual information developed by another person or company. | | | | | | | | |
| | 9. Salami slicing: | | | | | | | | |
| | Stealing tiny amounts of money from each transaction. | | | | | | | | |
| | 10. Scam: | | | | | | | | |
| | 10. Stall. | noonlo into haliania | omothing that is not | | | | | | |

| | 11. Spam: |
|----|--|
| | Distribute unwanted e-mail to a large number of internet users. |
| | 12. Spoofing: |
| | • It is a malicious practice in which communication is send from unknown source disguised as a source known to |
| | the receiver. |
| OR | ✤ Java Scripts offers the switch statement as an alternate to using ifelse structure. |
| | The switch statement is especially useful when testing all the possible results of an expression. |
| | The syntax of a switch structure: |
| | switch(expression) |
| | { |
| | case label 1: |
| | statements1; |
| | break; |
| | case label 2: |
| | statements2; |
| | break; |
| | case label n; |
| | statements - N; |
| | break; |
| | default: |
| | statements; |
| | } |
| | The switch statement begins by evaluating an expression placed between parenthesis, much like the if statement. |
| | The result compared to labels associated with case structure that follow the switch statement. |
| | ♦ If the result is equal to a label, the statements in the corresponding case structure are executed. |
| | The default structure is can be at the end of a switch structure if the result of the expression that do not match any |
| | of the case labels. |
| | Example : |
| | switch(grade) |
| | |
| | case 1: |
| | document.write("Your Grade is Outstanding"); |
| | break; |
| | case 2: |
| | document.write(Your Grade is Excellent); |
| | break; |
| | case 3: |
| | document.write(Your Grade is Good); |
| | break; |
| | case 4: |
| | document.write(Your Grade is Satisfectory); |
| | Uleak; |
| | decument white ("Your Crede Deer and have to reconnege Every "): |
| | document.write("Your Grade Poor and nave to re-appear Exam."); |
| |]}. |
| | |