

Class : 11

Register
Number

A B U 2 A R

FIRST REVISION EXAMINATION - JANUARY - 2025

Time Allowed : 3.00 Hours]

COMPUTER SCIENCE

[Max. Marks : 70

PART - I

Note : i) Answer All the questions.

akwaacademy.blogspot.com

15X1=15

ii) Choose the most appropriate answer from the given four alternatives and write the corresponding answer.

1. Which one of the following is used to in ATM machines?
a) Touch Screen b) speaker c) Monitor d) Printer
2. For 11012 the equalent Hexadecimal equivalent is?
a) F b) E c) D d) B
3. Which is the fastest memory?
a) Hard disk b) Main memory c) Cache memory d) Blue-Ray disc
4. File Management manages
a) Files b) Folders c) Directory systems d) All
5. The shortcut key used to rename a file in windows
a) F2 b) F4 c) F5 d) F6
6. Omitting details inessential to the task and representing only the essential features of the task is known as
a) specification b) abstraction c) composition d) decomposition
7. How many times the loop is iterated?

```

i := 0
while i ≠ 5
i := i + 1

```

a) 4 b) 5 c) 6 d) 0
8. A loop invariant need not be true
a) at the start of the loop b) at the start of each iteration
c) at the end of each iteration d) at the start of the algorithm
9. The smallest individual unit in a program is:
a) Program b) Algorithm c) Flowchart d) Tokens
10. Which of the following is a valid string literal?
a) 'A' b) 'Welcome' c) 1232 d) "1232"
11. Which of the following is not a data type modifier?
a) signed b) int c) long d) short
12. How many types of iteration statements?
a) 2 b) 3 c) 4 d) 5
13. Which of the following is the scope operator ?
a) > b) & c) % d) ::
14. int age[]={6,90,20,18,2}; How many elements are there in this array?
a) 2 b) 5 c) 6 d) 4
15. Which one of the following are self-repeating and do not require a computer program to attach themselves?
a) viruses b) worms c) spyware d) Trojans

PART - II

II. Answer any six questions. Question No. 24 is compulsory.

16. What are the components of a CPU?
17. Which source is used to erase the content of EPROM?
18. Differentiate Files and Folders.
19. Draw a flowchart for conditional statement.

6x2=12

20. What is Parameter and list its types?
21. What is polymorphism?
22. What is the use of overloading a function?
23. What is inheritance?
24. What will be the result of following if num=6 initially.
 - (a) cout<< num;
 - (b) cout<< (num==5);

PART - III

III. Answer the following question. (Q.No: 33 is Compulsory)

6X3=18

25. Write short note on impact printer
26. Write short note on ISCI
27. Classify the microprocessor based on the size of the data.
28. Differentiate copy and move
29. What is the difference between assignment operator and equality operator?
30. Write the syntax and purpose of switch statement.
31. Write short note on pow() function in C++.
32. List some of the features of modular programming
33. What are advantages of declaring constructors and destructor under public accessibility?

PART - IV

IV. Answer all the questions.

5x5=25

34. (a) Explain the various generations of computers. (OR)
 (b) (i) Write the procedure to convert fractional Decimal to Binary
 (ii) Convert $(98.46)_{10}$ to Binary
35. (a) Explain the types of ROM. (OR)
 (b) Given two glasses marked A and B. Glass A is full of apple drink and glass B is full of grape drink. For exchanging the contents of glasses A and B, represent the state by suitable variables, and write the specification of the algorithm.
36. (a) What are the types of Errors? (OR)
 (b) What is an entry control loop? Explain any one of the entry controlled loop with suitable example.
37. (a) Explain Call by value method with suitable example. (OR)
 (b) Mention the differences between constructor and destructor
38. (a) What are the rules for operator overloading? (OR)
 (b) Debug the following program

```

#include(iostream.h)
#include<conio.h>
class A()
{ public;
int a1,a2:a3;
void getdata[]
{ a1=15; a2=13; a3=13; } }
class B:: public A()
{ PUBLIC
voidfunc()
{ int b1:b2:b3;
A::getdata[];
b1=a1;
b2=a2;
a3=a3;
cout<<b1<<'\'<<b2<<'\'<<b3; }
void main()
{ B der;
der1:func(); }

```