



# SHRI KRISHNA ACADEMY

**NEET, JEE & BOARD EXAM(10<sup>th</sup>, +1, +2) COACHING CENTRE**  
**SBM SCHOOL CAMPUS, TRICHY MAIN ROAD, NAMAKKAL**  
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STD: XII

06.08.2019











































SUBJECT: **Computer Applications**

TENTATIVE ANSWER KEY

MARKS: 50

Q.NO	SECTION-I	MARKS
1	d) Animation	1
2	b) 13 bit	1
3	b) page maker	1
4	a) File	1
5	c) drop database database-name	1
6	c) Common Gateway Interface	1
7	b) <?php?>	1
8	d) function functionname (parameters){function body}	1
9	b) ifelse	1
10	for each()	1
Q. NO	SECTION-II	MARKS
11	<ul style="list-style-type: none"> <li>• Text</li> <li>• Images</li> <li>• Sound</li> <li>• video</li> <li>• animation</li> </ul>	2
12	The area outside of the dark border is referred to as the pasteboard. Anything that is placed completely in the pasteboard is not visible when you print the document.	2

13	<b>DDL Commands:</b> <ul style="list-style-type: none"> <li>• <b>CREATE</b></li> </ul> <b>Syntax:</b> CREATE database databasename; <ul style="list-style-type: none"> <li>• <b>DROP</b></li> </ul> <b>Syntax:</b> DROP database databasename; <b>DML Commands:</b> <ul style="list-style-type: none"> <li>• <b>INSERT</b></li> </ul> <b>Syntax:</b> INSERT INTO tablename VALUES (value1, value2, value3); <ul style="list-style-type: none"> <li>• <b>DELETE</b></li> </ul> <b>Syntax:</b> DELETE from tablename;	2
14	<ul style="list-style-type: none"> <li>• Client side scripting language</li> <li>• Server side scripting language.</li> </ul>	2
15	<ul style="list-style-type: none"> <li>• User defined Function</li> <li>• Pre-defined or System or built-in Function</li> <li>• Parameterized Function.</li> </ul>	2
16	do { code to be executed; } while (condition is true);	2
17	<b>Output:</b> How are you	2
<b>Q.NO</b>	<b>SECTION-III</b>	<b>MARKS</b>
18	Multimedia has five major components like text, images, sound, video and animation. <b>Text:</b> Text is the basic components of multimedia and most common ways of communicating information to other person. <b>Image:</b> Images acts as an vital component in multimedia. <b>Animation:</b> Animation is the process displaying still images so quickly so that they give the impression of continuous movement. <b>Sound:</b> Sound is a meaningful speech in any language and is the most serious element in multimedia, providing the pleasure of music, special effects and so on. <b>Video:</b> Video is defined as the display of recorded event, scene etc.	3
19	<b>Definition:</b> Adobe PageMaker is a <b>page layout software</b> . It is used to design and produce documents that can be printed. <b>Uses:</b> Page layout software includes tools that allow you to easily position text and graphics on document pages.	3
20	<b>USE Database</b> – This command is used to select the database in MySQL for working. <b>Syntax:</b> <b>mysql</b> > use Database; <b>SHOW Databases</b> – Lists all the databases available in the database server. <b>Syntax:</b> <b>mysql</b> > show databases; <b>SHOW Tables</b> – Lists all the tables available in the current database we are working in. <b>Syntax:</b> <b>mysql</b> > show tables;	3

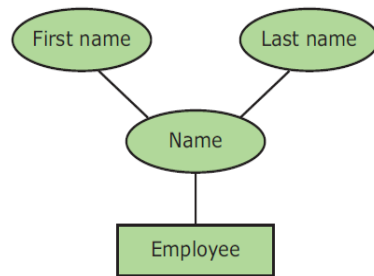
21	<ul style="list-style-type: none"> <li>Variable name must always begin with a \$ symbol.</li> <li>Variable name can never start with a number.</li> <li>Variable names are case-sensitive.</li> <li>Example: \$a=5;</li> </ul>	3																																
22	<pre>function functionName() {     Custom Logic code to be executed; }</pre>	3																																
23	<table border="1"> <thead> <tr> <th>Tool</th> <th>Toolbox</th> <th>Cursor</th> <th>Use</th> </tr> </thead> <tbody> <tr> <td>Pointer Tool</td> <td></td> <td></td> <td>Used to select, move, and resize text objects and graphics.</td> </tr> <tr> <td>Text tool</td> <td></td> <td></td> <td>Used to type, select, and edit text.</td> </tr> <tr> <td>Rotating tool</td> <td></td> <td></td> <td>Used to select and rotate objects.</td> </tr> <tr> <td>Cropping tool</td> <td></td> <td></td> <td>Used to trim imported graphics.</td> </tr> <tr> <td>Line tool</td> <td></td> <td></td> <td>Used to draw straight lines in any direction.</td> </tr> <tr> <td>Constrained line tool</td> <td></td> <td></td> <td>Used to draw vertical or horizontal lines.</td> </tr> <tr> <td>Rectangle tool</td> <td></td> <td></td> <td>Used to draw squares and rectangles.</td> </tr> </tbody> </table>	Tool	Toolbox	Cursor	Use	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.	3
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24.	<p><b>Output:</b></p> <p>1 2 3 4 5 6 7 8 9 10</p>	3																																
Q.NO	<b>SECTION-IV</b>	<b>MARKS</b>																																
25	<p><b>Production Manager:</b> The production manager should be an expertise in the technology expert, good at proposal writing, good communication skills and budget management skills.</p> <p><b>Content Specialist:</b> Content specialist is responsible for performing all research activities concerned with the application's content.</p> <p><b>Script Writer:</b> The script writer visualizes the concepts in three dimensional environments and if needed uses the virtual reality integration into the program.</p> <p><b>Text Editor:</b> The content of a multimedia production always must flow logically and the text should always be structured and correct grammatically.</p> <p><b>Multimedia Architect:</b> The multimedia architect integrates all the multimedia building blocks like graphics, text, audio, music, video, photos and animation by using an authoring software.</p> <p><b>Computer Graphic Artist:</b> The role of Computer Graphic Artist is to deal with the graphic elements of the programs like backgrounds, bullets, buttons, pictures editing, 3-D objects, animation, and logos etc.</p> <p><b>Audio and Video Specialist:</b> They are responsible for recording, editing sound effects and digitizing.</p> <p><b>Computer Programmer:</b> The computer programmer writes the lines of code or scripts in the appropriate language.</p> <p><b>Web Master:</b> The responsibility of the web master is to create and maintain an Internet web page. They convert a multimedia presentation into a web page.</p>	5																																

(OR)

**Types of attributes:**

1. Key Attribute
2. Simple Attributes
3. Composite Attributes
4. Single Valued Attribute
5. Multi Valued Attribute

**Key Attribute:** Generally a key attribute describes a unique characteristic of an entity.

**Simple Attribute:**

The simple attributes cannot be separated it will be having a single value for their entity. For Example: Let us consider the name as the attribute for the entity employee and here the value for that attribute is a single value.

**Composite Attributes:** The composite attributes can be subdivided into simple attributes without change in the meaning of that attribute.

**Single Valued Attributes:** A single valued attribute contains only one value for the attribute and they don't have multiple numbers of values.

Attribute	Values
Age	3
Roll no	85

**Multi Valued Attributes:** A multi valued attribute has more than one value for that particular attribute.

Attribute	Values
Degree	B.Tech, MBA
Bank_Account	SBI, HDFC

1

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




















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## Page maker Tools:

Tool	Toolbox	Cursor	Use
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.

5

**Operators:** Operator is a symbol which is used to perform mathematical and logical operations in the programming languages. Different types of operator in PHP are:

1. Arithmetic operators,
2. Assignment operators,
3. Comparison operators,
4. Increment/Decrement operators,
5. Logical operators, and
6. String operators.

**Arithmetic operators:** The arithmetic operators in PHP perform general arithmetical operations, such as addition, subtraction, multiplication and division etc.

Symbol	Operator Name	Purpose
+	Addition	This operator performs the process of adding numbers
-	Subtraction	This operator performs the process of subtracting numbers
*	Multiplication	This operator performs the process of multiplying numbers
/	Division	This operator performs the process of dividing numbers
%	Modulus	This operator performs the process of finding remainder in division operation of two numbers

OR

5

**Assignment Operators:** Assignment operators are performed with numeric values to store a value to a variable. The default assignment operator is “=”. This operator sets the left side operand value of expression to right side variable.

Assignment	Similar to	Description
$x = y$	$x = y$	This operator sets the left side operand value of expression to right side variable
$x += y$	$x = x + y$	Addition
$x -= y$	$x = x - y$	Subtraction
$x *= y$	$x = x * y$	Multiplication
$x /= y$	$x = x / y$	Division
$x \% = y$	$x = x \% y$	Modulus

**Comparison Operators:** Comparison operators perform an action to compare two values. These values may contain integer or string data types (Number or Strings).

Symbol	Operator Name	Symbol	Operator Name
==	Equal	>	Greater than
===	Identical	<	Less than
!=	Not equal	>=	Greater than or equal to
<>	Not equal	<=	Less than or equal to
!==	Not identical		

**Increment and Decrement Operators:** Increment and decrement operators are used to perform the task of increasing or decreasing variable's value. This operator is mostly used during iterations in the program logics.

Operator	Name	Description
++\$x	Pre-increment	Increments \$x value by one, then returns \$x
\$x++	Post-increment	Returns \$x, then increments \$x by one
--\$x	Pre-decrement	Decrements \$x by one, then returns \$x
\$x--	Post-decrement	Returns \$x, then decrements \$x by one

**Logical Operators:** Logical Operators are used to combine conditional statements.

Symbol	Operator Name	Example	Result
&&	And	\$x && \$y	True if both \$x and \$y are true
	Or	\$x    \$y	True if either \$x or \$y is true
!	Not	!\$x	True if \$x is not true
xor	Xor	\$x xor \$y	True if either \$x or \$y is true, but not both

**String Operators:** Two operators are used to perform string related operations such as Concatenation and Concatenation assignment (Appends).

Operator	Name	Example	Result
.	Concatenation	\$txt1 . \$ txt2	Concatenation of \$txt1 and \$txt2
.=	Concatenation assignment	\$txt1 .= \$ txt2	Appends \$txt2 to \$txt1

27

**For Loop:** For loop is an important functional looping system which is used for iteration logics when the programmer knows in advance how many times the loop should run.

**Syntax:**

```
for (init counter; test counter; increment counter)
{
code to be executed;
}
```

1

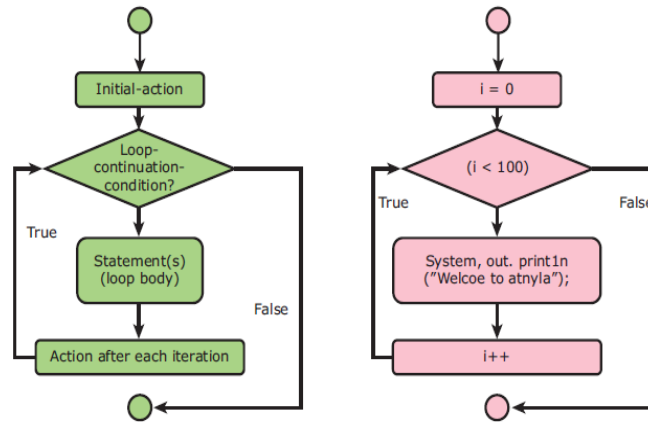
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**Parameters:**

**init counter** : Initialize the loop initial counter value

**Test counter** : Evaluated for every iteration of the loop. If it evaluates to TRUE, the loop continues. If it evaluates to FALSE, the loop ends.

**Increment counter**: Increases the loop counter value.

**Flow chart:****Example:**

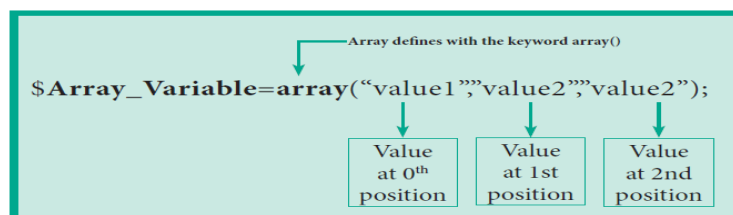
```
<?php
for ($i = 0; $i <= 10; $i++)
echo "The number is: $i<br>";
}
?>
```

**Array:** Array is a concept that stores more than one value of same data type (homogeneous) in single array variable.

**Types:**

- ❖ Indexed Arrays
- ❖ Associative Array
- ❖ Multi-Dimensional Array.

**Indexed Arrays:** Arrays with numeric index for the available values in array variable which contains key value pair as user / developer can take the values using keys.

**Syntax:**

OR

**Example:**

```
<?php
$teacher_name=array("Iniyan", "Kavin", "Nilani");
echo "The students name are " . $teacher_name[0] . " , " .
$teacher_name[1] . " and " . $teacher_name[2] . " .";
?>
```

**Associative Arrays:** Associative arrays are a key-value pair data structure. Instead of having storing data in a linear array, with associative arrays you can store your data in a collection and assign it a



unique key which you may use for referencing your data.

**Syntax:**

**array(key=>value,key=>value,key=>value,etc.);**

**key** = Specifies the key (numeric or string)

**value** = Specifies the value

**Example:**

```
<?php
```

```
$Marks=array("Student1"=>"35","Student2"=>"17","Student3"=>"43");
```

```
echo "Student1 mark is" . $Marks['Student1'] . " is eligible for qualification";
```

```
echo "Student2 mark is" . $Marks['Student2'] . " is not eligible for qualification";
```

```
?>
```

**Multidimensional Arrays:** A multidimensional array is an array containing one or more arrays. PHP understands multidimensional arrays that are two, three, four, five, or more levels deep. However, arrays more than three levels deep are hard to manage for most people.

**Example:**

```
<?php
```

```
$student=array(array("Iniyan",100,96),array("Kavin",60,59),
```

```
array("Nilani",1313,139) );
```

```
echo $$student[0][0].": Tamil Mark: ".$student [0][1].". English mark: ".$student [0] [2]."<br>";
```

```
echo $$student[1][0].": Tamil Mark: ".$student [1][1].". English mark: ".$student [1] [2]."<br>";echo $$student[2][0].": Tamil Mark: ".$student [2][1].". English mark: ".$student [2][2]."<br>";
```

```
?>
```

1