

HALF YEARLY EXAMINATION
COMPUTER SCIENCE

SCORING KEY
PART I (75 marks)

1. D	2. D	3. A	4. D	5. C	6. B	7. C	8. A	9. D	10. C
11. C	12. A	13. C	14. C	15. C	16. B	17. D	18. B	19. C	20. A
21. B	22. C	23. A	24. B	25. A	26. D	27. C	28. B	29. A	30. C
31. A	32. B	33. C	34. D	35. C	36. A	37. B	38. D	39. C	40. A
41. B	42. A	43. B	44. C	45. D	46. A	47. B	48. C	49. A	50. B
51. D	52. A	53. D	54. A	55. D	56. A	57. B	58. D	59. D	60. B
61. B	62. D	63. B	64. A	65. C	66. D	67. C	68. B	69. A	70. B
71. D	72. D	73. C	74. A	75. B					

PART II and PART III (75 marks)

Q.NO	KEY POINTS
76.	i) Insertion point moved to start of the text to be selected ii) Shift key pressed down, movement keys used to highlight required text. iii) When shift key is released text is selected
77.	i) Header tab on page style dialog box is used <i>Format → page</i> ii) Header on checkbox is clicked iii) Four spin boxes-distance of the header from text area, header height, distance from left and right margin entered
78.	i) Continuous group of cells in a worksheet ii) referred by range address iii) any valid example
79.	Any 4 spreadsheet applications(each ½ mark)
80.	Program or collection of programs that allow any number of users to access data, modify it and construct simple and complex request to obtain and work with selected records
81	i) Field in a table that uniquely identifies every record in the table ii) Any eg.
82	Various multimedia components are coordinated with a technique called virtual reality that provide an environment experienced by users similar to reality

83	<ul style="list-style-type: none"> i) Also referred as slide or path animation ii) created by moving an object across a screen iii) seen in computer games iv) Eg: ball moving across screen
84.	<ul style="list-style-type: none"> i) basic background information to be included in all slides ii) eg: inserting company logo in master slide will appear in all sides
85.	Display various transition effects that can be attached to a slide along with other options that allow you to control transition of the slides.
86.	<p>Process of grouping data and its related functions into units called objects paves way for encapsulation (or)</p> <p>Mechanism by which data and functions are bound together within an object definition</p>
87	<ul style="list-style-type: none"> i) Ternary operator(?:) is conditional operator ii) Syntax: E1?E2:E3; E1-scalar, E2 and E3-values/statements iii) Any valid example with explanation
88.	<ul style="list-style-type: none"> i) sequence/array of characters enclosed by double quotes ii) By default added with '\0' that marks end of string iii) Any valid eg
89.	<ul style="list-style-type: none"> i) Operators and operands are grouped in a specific logical way for evaluation. This logical grouping is called association ii) unary-right to left, Binary-left to right(any one example)
90	<ul style="list-style-type: none"> i) outer and inner loop cannot have same control variable as it will lead to logical errors. ii) Inner loop must be completely nested inside the body of the outer loop
91	<ul style="list-style-type: none"> i) Number and type of arguments ii) Type of return value
92	<ul style="list-style-type: none"> i) Collection of variables of same type referenced by common name ii) Any valid 2D array as example
93	<ul style="list-style-type: none"> i) cout with example ii) write() – member function of std. output stream with 2 parameters(identifier string character and no. of characters to be displayed) iii) Example for write()
94.	<ul style="list-style-type: none"> i) Data members: Represent features/properties of class. Also called attributes. ii) Member Functions-Perform Specific task in a class. Also called methods
95.	<ul style="list-style-type: none"> i) Instruments allowing only selected access of components to objects and to members of other classes ii) Achieved through data hiding

96.	<p>Invoked by Best match strategy Look for exact match of function prototype with function call statement. In case exact match is not available looks for next nearest match & promote integral data promotions</p>
97.	Any 4 rules of destructor definition and usage(½ mark each)
98.	<p>i) Constructors are executed in order of inherited class ii) Destructors are executed in reverse order</p>
99.	Online educational programs leading to degrees and certificates
100	Self replicating program that can cause damage to data and files stored on the computer
101	<p>5 MARKS i) Edit → Find & Replace. Find & Replace dialog box ii) Search for, Replace With, Click Find to start search iii) Replace, Replace all iv) Skip found text click find again, Click Close when you have finished search</p>
102.	<p>i) Tools → Spelling → check/F7/spell check icon ii) Not in dictionary, suggestions iii) Ignore once, Ignore all iv) Change, Change all v) Add button</p>
103	Any 5 advantages of electronic worksheet
104.	<p>i) Autofill ii) Copy contents with Edit → Fill → Down iii) Fill contents using Edit → Fill → Series iv) Any one example of Fill series with Direction, Type and Increment value</p>
105.	Any 5 advantages of computerized data processing
106	<p>i) Definition of Loop ii) Any one loop syntax iii) Example program iv) Working of loop</p>
107.	<p>i) Scope definition ii) list of 4 scopes iii) Explanation of scopes iv) Example</p>
108	<p>i) Definition of Function overloading with example ii) Rules of Function Overloading</p>

