

ANSWER KEY

Touchpad PLUS Ver 3.0

Class-7

1. Number System

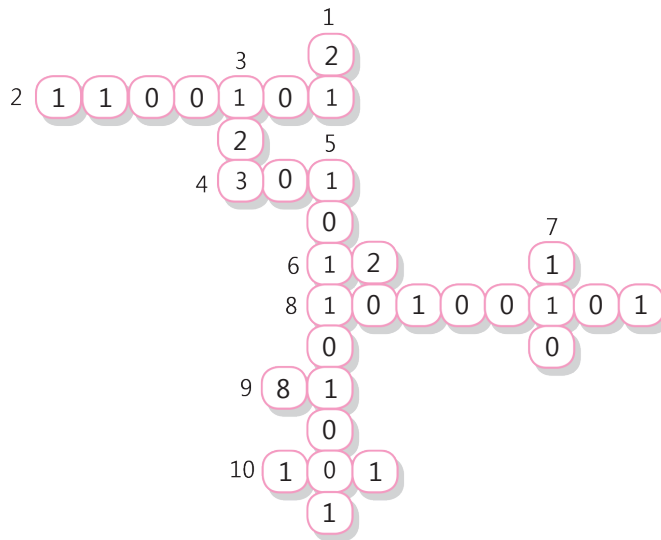
Checkpoint



- A.** 1. c. 2. a. 3. c. 4. a.
- B.** 1. T 2. T 3. T 4. T 5. T
- C.** 1. 0 2. 2 3. decimal number 4. 10 5. 8 6. binary
- D.** 1. An Octal number system is a number system which has digits from 0 to 7.
2. There are 4 bits in 1 nibble.
3. Base is the total number of digits used in any number system.
- E.** 1. A number system is method of counting. We have Decimal number system in mathematics where 10 digits are used (0 to 9). Using these 10 digits we create all numbers. In computers we work in binary number system where only 2 digits 0 and 1 are used.
2. To convert a decimal number into a binary number, follow these steps:
Step 1: Divide the decimal number by 2.
Step 2: Note down the quotient and the remainder.
Step 3: Divide the quotient obtained again by 2 and note down the resulting quotient and remainder.
Step 4: Repeat the procedure till you reach a quotient less than 2.
Step 5: List the last quotient and all the remainders (moving from bottom to top).
3. In binary subtraction, binary number of lower value is subtracted from the binary number of higher value. If Y is greater than X, then 1 is borrowed from the next position. When the binary digit 0 borrows 1 from the next most significant digit, it becomes 10.
- F.** 1. (0)(10) ----- Borrow
$$\begin{array}{r} 1\ 00\ 1\ 1\ 0 \\ 1\ 1\ 0\ 1 \\ \hline 1 \end{array}$$
2. a
$$\begin{array}{r} 1000 \\ 100 \\ \hline 1101 \end{array}$$
 b
$$\begin{array}{r} 1011 \\ 101 \\ \hline 10000 \end{array}$$
 c
$$\begin{array}{r} 1001 \\ 101 \\ \hline 1110 \end{array}$$
 d
$$\begin{array}{r} 1111 \\ 1111 \\ \hline 11110 \end{array}$$
 e
$$\begin{array}{r} 11001 \\ 10101 \\ \hline 101110 \end{array}$$
3. a. $(100111)_2$ b. $(1001000)_2$ c. $(1000000)_2$ d. $(110111)_2$ e. $(101011101)_2$



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Lab Session

SUBJECT ENRICHMENT

Do yourself

2. More on Calc

Checkpoint



- A. 1. c. 2. a. 3. c. 4. c.
- B. 1. F 2. F 3. F 4. F
- C. 1. multiple sort 2. Format 3. condition 4. filters 5. goal seek
- D. 1. Calc can arrange the selected data in ascending or descending order. This is called sorting of data.
 2. Steps to remove filters:
 Step 1: Select the range of columns from where filters are to be removed.
 Step 2: Click on the Data menu.
 Step 3: Select the AutoFilter option.
 3. We need to sort data to arrange them in a order.
 4. Goal Seek feature helps in obtaining a result by recalculating and changing data in a cell defined by the user.



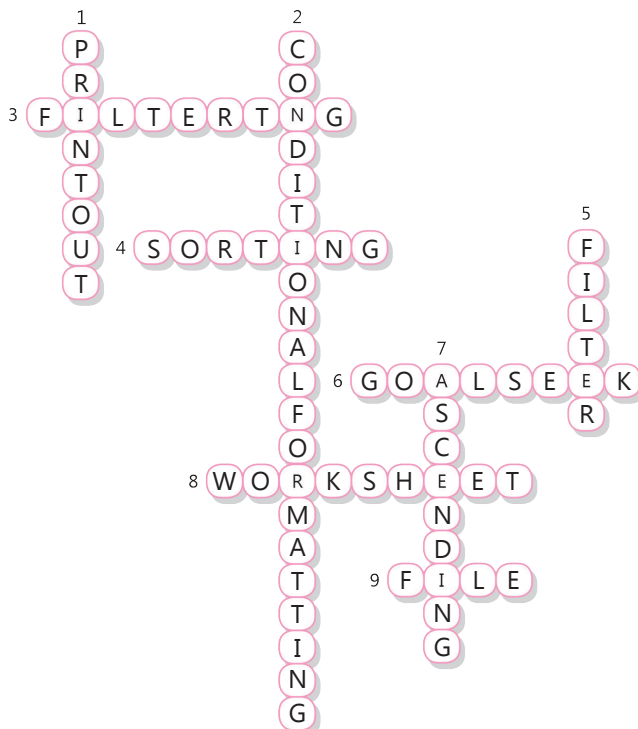
- E.** 1. To apply multiple Sort, follow these steps:
- Step 1: Select the range of columns to be sorted.
 - Step 2: Select the Sort option from Data menu.
 - Step 3: Check the Range contains column labels check box under the Options tab.
 - Step 4: Click on the Sort Key 1 box to open list of column headers under the Sort Criteria tab.
 - Step 5: Click on the Ascending radio button for Sort Key 1.
 - Step 6: Repeat steps 4 and 5 to sort 'Marks in Previous Term' column in descending order under Sort Key 2.
 - Step 7: Click on the OK button.
2. Sorting is arranging the data in ascending or descending order. But Filtering data is used when we want to show only required information to user.
3. The criteria on the basis of which conditional formatting can be applied in Excel are:
- a. Condition b. Colour Scale c. Data Bars d. Icon Sets e. Date

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- A.** 1. standard Filters 2. Conditional Formatting

B.



Do yourself

Periodic Assessment-1

(Based on chapters 1 & 2)

- A.** 1. The total number of digits used in a number system is called its radix.
2. Number system is method of counting.
3. Arranging data in ascending or descending order.
4. Filtering means a process used to filter unwanted data from set of data.
- B.** 1. (c) 2. (a) 3. (d) 4. (b)
- C.** 1. SORT ASCENDING 2. AUTOFILTER 3. CONDITIONAL FORMATTING
4. SORT DESCENDING 5. SORT

3. HTML—An Introduction

Checkpoint



- A.** 1. (a) 2. (c) 3. (d) 4. (d) 5. (b)
- B.** 1. (F) 2. (F) 3. (T) 4. (T) 5. (T)
- C.** 1. markup 2. <head> 3. 4. <p> 5. <sub>
- D.** 1. HTML stands for Hypertext Markup Language. It is a markup language that describes the structure of the web page.
2. The tags that have both opening and closing tags are called Container Tags.
3. (i) Webpage is a single digital page on the World Wide Web that contains information and links of another pages.
(ii) Website is collection of webpages.
- E.** 1. The <HTML> tag tells the web browser that the text contained between <HTML> and </HTML> is a web page and can be viewed using a web browser.
The <BODY> tag tells the web browser that the text contained between <BODY> and </BODY> tags is to be shown on the web page.
2. Rules for writing HTML tags:
(i) Container tags should always be closed properly.
(ii) Values given to the attributes should be enclosed within the double quotes.
(iii) Tag name should not contain spaces.
(iv) There should be no spaces between < and > in a tag.
(v) Tags must be nested correctly.



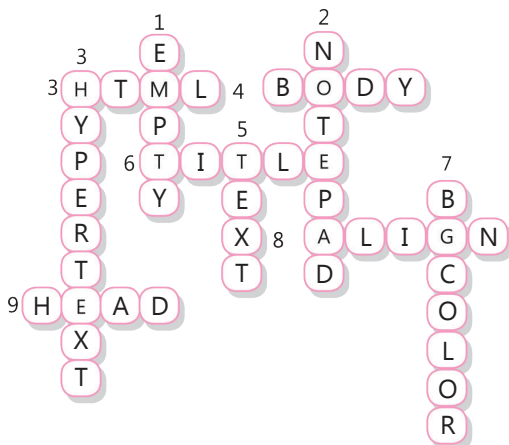
3.
 tag (i) Line Break tag (ii) It is used when a new line is started.
- <HR> tag (i) Horizontal Rule tag (ii) It is used when web page is divided into sections.

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- A. 1. <HR> 2. <U> 3.
 4. <HTML> 5. <BODY> 6. <H1>

B.



Lab Session

SUBJECT ENRICHMENT

Do yourself

4. Lists and Tables in HTML

Checkpoint



- A. 1. (b) 2. (a) 3. (b) 4. (d) 5. (d) 6. (a)
- B. 1. (T) 2. (F) 3. (F) 4. (F) 5. (T)
- C. 1. ordered list 2. list item 3. 4. disc 5. <CAPTION>
- D. 1. A list is a collection of related items that can be used to represent information in pointed form.
2. Tables represent the data in the form of rows and columns.
3. Description list is a list in which description of each term is defined.
- E. 1. An ordered list is also called the numbered list. This type of list is used to display the items in a sequential manner.
- On the other hand, an unordered list is also called bulleted list. This type of list is generally used to display random items which never require to place in a sequential manner.



2. Four attributes of <TABLE> tag are:

(i) BORDER (ii) BORDERCOLOR (iii) BGCOLOR (iv) FRAMES

3. ROWSPAN: The ROWSPAN attribute applies when a single cell is extended for more than a single row, that is, the cell spans for 2 or more rows instead of 1 as shown in below table.

Category	Types
Sports	Badminton
	Football
	Basketball
Martial Arts	Judo
	Karate

On the other hand, The COLSPAN attribute applies when a single cell is extended to more than a single column, that is, the cell spans for 2 or more columns instead of 1 as shown in table below:

Roll No.	Name		Marks	Grade
	First	Last		

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A. 1. 2. <TABLE> 3. <COLSPAN>

B.

D	I	Y	B	E	S	B	S	R	E	J
R	S	T	A	R	T	O	Y	F	D	B
F	D	Y	C	Q	A	R	O	E	H	C
G	O	P	K	W	R	D	K	D	I	D
H	N	E	G	R	E	E	J	C	O	R
J	B	O	R	D	E	R	H	O	R	F
I	O	O	O	B	G	C	O	L	O	R
R	T	N	U	F	T	O	G	S	W	G
U	W	E	N	S	U	L	D	P	S	I
D	W	I	D	T	H	O	Z	A	P	M
O	A	F	U	Z	E	R	C	N	A	J
P	N	G	I	R	I	F	B	E	N	G
Q	T	T	H	H	G	A	H	R	F	X



Do yourself

5. Using Tools in Tupi 2D

Checkpoint



- A.** 1. (c) 2. (a) 3. (a) 4. (b)
- B.** 1. (F) 2. (F) 3. (F) 4. (T)
- C.** 1. Pencil 2. Fill colour 3. Node selection 4. Brush properties 5. Ink
- D.** 1. Cap option is used to choose line patterns.
2. The Fill tool works like a Paint Bucket tool, which allows users to fill the different color in the objects they have drawn.
3. + button is used to add the objects in the library.
- E.** 1. Object Selection tool helps the user to modify, flip or group objects as per their requirements. On the other hand, Node Selection helps to reorder the nodes which were created while drawing an object.
2. Polyline tool is used to draw closed diagrams or shapes. On the other hand, Line tool is used to draw free-hand lines.

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- A.** 1. Polyline 2. Ellipse 3. Object Selection

B.

A	C	P	U	N	D	I	L
F	S	E	O	M	G	K	P
I	D	N	B	R	U	S	H
L	V	C	T	F	J	Y	T
L	B	I	Y	B	K	V	L
C	N	L	H	C	N	B	J
P	O	L	Y	L	I	N	E
A	D	T	H	J	K	R	T

Do yourself

6. Animations in Tupi 2D

Checkpoint



- A.** 1. (a) 2. (b) 3. (a) 4. (c) 5. (a)
- B.** 1. (T) 2. (T) 3. (F) 4. (T) 5. (T)
- C.** 1. Library 2. colors 3. play 4. 6 5. Motion
- D.** 1. Tween helps us to make animation process easier and faster.
2. Motion tween helps to move an object. Rotation tween helps to rotate an object clockwise and anti-clockwise.
3. Play button is used to preview tween.
- E.** 1. Tweening is a feature that helps us to make animation process easier and faster. Different types of tween options are:
a. Motion Tween: Position tween helps to move an object.
b. Rotation Tween: Rotation tween helps to rotate an object clockwise and anti-clockwise.
c. Scale Tween: Scale tween helps to give zooming effect to an object.
d. Shear Tween: Shear tween changes the object's horizontal and vertical shear.
e. Opacity Tween: Opacity tween controls the opacity level of the object from starting to ending at two different points.
f. COLORING: Coloring tween changes the color from the beginning frame to the ending frame.
2. Steps to create opacity tween are:
Step 1: Draw a rectangle using a Brushes tool.
Step 2: Click on the Tweening tool and select the Opacity tween.
Step 3: Enter a name for the animation and click on the button.
Step 4: Now, click on the object and then click on Set Properties.
Step 5: Now, set the properties such as Starting at frame, Ending at frame, Initial Opacity, Ending Opacity, Iteration and Loop.
Step 6: Save the animation and play the animation through Play button.
3. If we have to move an object clockwise and anti-clockwise then Rotation tween is useful. If you have imported an image of a cartoon in the workspace area from library and you want to rotate the cartoon to anti-clockwise. The Rotation tween automatically rotates the object as per the specification given.





- A. 1. Shear Tween 2. She can add the image from Library option
- B. 1. Rotation 2. Library 3. Clockwise

Lab Session

SUBJECT ENRICHMENT

Do yourself

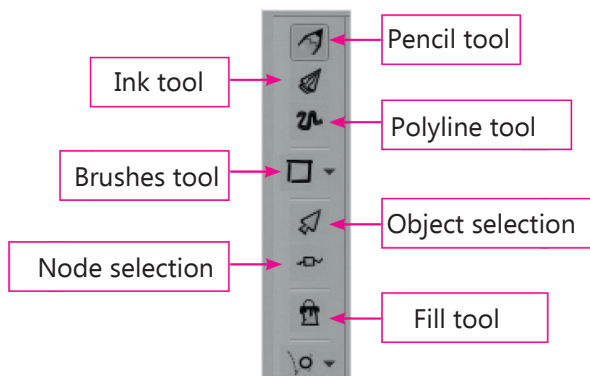
Periodic Assessment-2

(Based on chapters 3 & 6)

- A. 1. An attribute is a property that provides some additional information about a tag.
2. The CELLSPACING attribute is used to define the minimum distance between two adjacent cells in a table.
3. Pencil tool is used to draw free hand drawings.
4. Tweening is a feature that helps us to make animation process easier and faster.

- B. `<html>`
`<body>`
`<table style="width:100%">`
`<tr>`
`<th> Name </th>`
`<th> Address </th>`
`<th> Grade </th>`
`</tr>`
`<tr>`
`<td> chirag </td>`
`<td> Delhi </td>`
`<td> VIII </td>`
`</tr>`

C.



(Based on chapters 1 to 6)

A.	1. (c)	2. (c)	3. (c)	4. (c)	5. (b)	6. (d)
	7. (c)	8. (a)				
B.	1. (T)	2. (F)	3. (T)	4. (F)	5. (T)	6. (F)
C.	1. 2	2. filters	3. 	4. list items	5. Pencil	6. 6

- A.**
 1. The actual number system consists of eight digits from 0 to 7.
 2. Goal Seek feature helps in obtaining a result by recalculating and changing data in a cell defined by the user.
 3. The tags that have both opening and closing tags are called Container Tags.
 4. Description list is a list in which description of each term is defined.
 5. The Fill tool works like a Paint Bucket tool, which allows users to fill the different color in the objects they have drawn.
 6. Play button is used to preview tween.
- B.**
 1. In binary subtraction, binary number of lower value is subtracted from the binary number of higher value. If Y is greater than X, then 1 is borrowed from the next position. When the binary digit 0 borrows 1 from the next most significant digit, it becomes 10.
 2. Sorting is arranging the data in ascending or descending order. But Filtering data is used when we want to show only required information to user.
 3.

<code>
</code> tag	<code><HR></code> tag
(i) Line Break tag	(i) Horizontal Rule tag
(ii) It is used when a new line is started.	(ii) It is used when web page is divided into sections.
 4. Four attributes of `<TABLE>` tag are:

(i) BORDER	(ii) BORDERCOLOR	(iii) BGCOLOR	(iv) FRAMES
------------	------------------	---------------	-------------
 5. Polyline tool is used to draw closed diagrams or shapes. On the other hand, Line tool is used to draw free-hand lines.
 6. Tweening is a feature that helps us to make animation process easier and faster. Different types of tween options are:
 - a. Motion Tween: Position tween helps to move an object.
 - b. Rotation Tween: Rotation tween helps to rotate an object clockwise and anti-clockwise.
 - c. Scale Tween: Scale tween helps to give zooming effect to an object.
 - d. Shear Tween: Shear tween changes the object's horizontal and vertical shear.
 - e. Opacity Tween: Opacity tween controls the opacity level of the object from starting to ending at two different points.
 - f. COLORING: Coloring tween changes the color from the beginning frame to the ending frame.



7. Introduction to GIMP

Checkpoint



- A.** 1. (d) 2. (c) 3. (c) 4. (a)
- B.** 1. (F) 2. (T) 3. (T) 4. (T) 5. (T)
- C.** 1. Toolbox 2. workspace 3. Fuzzy Select 4. Text 5. gradient
- D.** 1. Fuzzy Select tool is used to detect the edges of the image automatically on the basis of colour codes and do the selection quickly.
2. Free Select tool is used to select an object or a section of an image by drawing a freehand border around it.
3. Zoom tool is used to magnify an image.
- E.** 1. GIMP is a free and open-source graphics editor software used for image retouching and editing, free-form drawing, cropping, converting between different image formats and more. GIMP is an acronym for GNU Image Manipulation Program. Features of GIMP are:
- (i) User friendly interface
 - (ii) Image manipulation can be done quickly.
 - (iii) Powerful tools are used to change the color of an image by adjusting brightness, contrast, color balance, hue and saturation levels.
 - (iv) Create graphics for web applications with reduced file size, thus helping to load websites faster
2. Paintbrush tool is used to draw brush strokes to give an effect of painting to the image.
- Steps to use paintbrush tool:
- Step 1: Choose a colour for your Paintbrush by adjusting the gradient sliders.
- Step 2: Choose the type of Brush from the Brushes tab.
- Step 3: Click on the workspace and drag to draw the flow of brush.
3. Rectangle Select tool is used to select a rectangular portion of an image.
- On the other hand, Ellipse Select tool is used when you want to select an oval or circular portion of an image.

Mind Boggler



- A.** 1. Fuzzy select tool 2. Paintbrush tool
- B.** 1. Paintbrush tool 2. Text tool 3. Gradient Fill tool

Lab Session

SUBJECT ENRICHMENT

Do yourself

8. Conditional and Looping Statements in BASIC-256

Checkpoint



- A.** 1. (a) 2. (b) 3. (a) 4. (a) 5. (c) 6. (c) 7. (c)
- B.** 1. control statement 2. WHILE 3. startNumber 4. counter
5. infinite
- C.** 1. (T) 2. (T) 3. (F) 4. (T) 5. (T) 6. (F)
- D.** 1. The IF-THEN-ELSE statement is used when we have to check for a condition.

2. Syntax of IF-THEN:

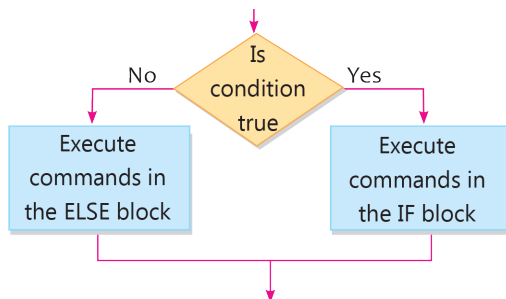
```
IF <condition> THEN
    Statements to be executed
END IF
```

Syntax of IF-THEN-ELSE:

```
IF <condition> THEN
    Statements to be executed
ELSE
    Statements to be executed
END IF
```

3. a. 10 b. 145

- E.** 1. Flow chart of IT-ELSE:



2. When a set of instructions are repeated for a fixed number of times or until a condition is satisfied. This process is called Looping.

Two looping statements in BASIC- 256 are:

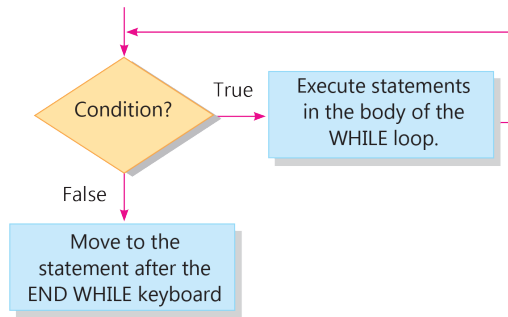
- a. FOR...NEXT Statement b. WHILE...END...while Statement

3. syntax of the WHILE...END...WHILE loop is as follows:

```
WHILE (condition is true)
    Statements to Repeat
END WHILE
```



Flow chart of WHILE...END..WHITILE:



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A. 1. Loop 2. FOR Loop

- B.**
1. I had 1 slice of pizza
I had 2 slices of pizza
I had 3 slices of pizza
I had 4 slices of pizza
I had 5 slices of pizza
I had 6 slices of pizza
I had 7 slices of pizza
I had 8 slices of pizza
I had 9 slices of pizza
I had 10 slices of pizza
 2. I had 1 slices of pizza
I had 2 slices of pizza
I had 3 slices of pizza
I had 4 slices of pizza
I had 5 slices of pizza
I had 6 slices of pizza
I had 7 slices of pizza
I had 8 slices of pizza
I had 9 slices of pizza
I had 10 slices of pizza
 3. 190
 4. 1
4
7

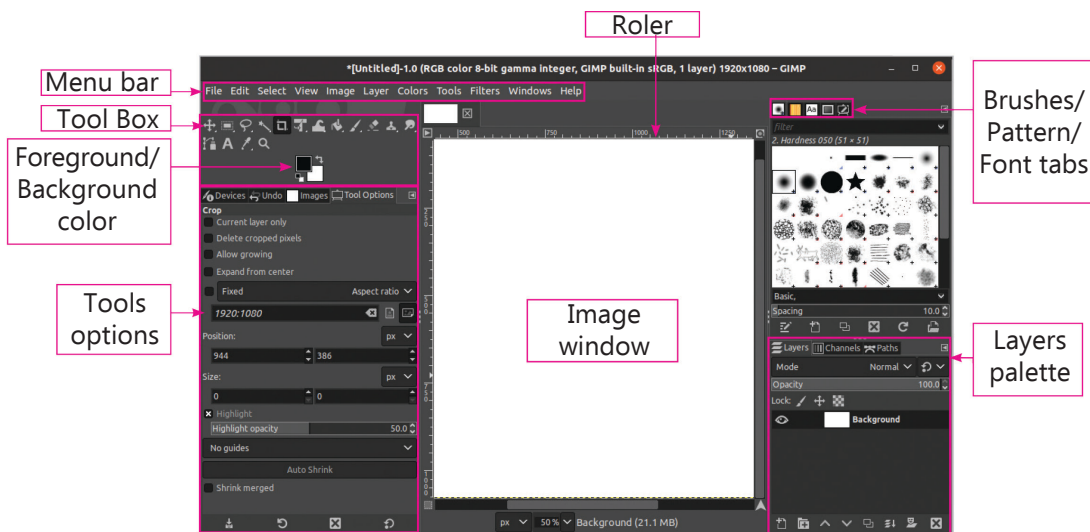
Do yourself

Periodic Assessment-3

(Based on chapters 7 & 8)

- A.
1. Zoom tool is used to magnify a desired part of an image.
 2. Paintbrush tool is used to draw brush strokes to give an effect of painting to the image.
 3. When a set of instructions are repeated for a fixed number of times or until a condition is satisfied. This process is called Looping.
 4. Filtering is a process to modify an image by changing sharpness of an image.
- B.
1. The program will never end as the value of number is always 1, which is less than 10. So, the loop will execute infinite times.
11111111.....
 2. Oh, you have entered something else.

C.



9. Internet and E-mail

Checkpoint



- A.
1. (c)
 2. (a)
 3. (c)
 4. (a)
 5. (c)



- B.** 1. (F) 2. (F) 3. (F) 4. (F)
- C.** 1. Bcc 2. To 3. Cc 4. Attachment 5. Website
- D.** 1. The Internet is a computer network that connects hosts and end systems throughout the world.
2. HTTP is a protocol used to access web pages.
3. Every Web page has a unique address, called a Uniform Resource Locator, or URL. URLs are the key to navigating the Web.
4. An Electronic mail or e-mail can be defined as the process of exchanging messages electronically through a communications network by using computer.
- E.** 1. The World Wide Web (www) is a large information system where you can surf and get information. It consists of several public and private websites which may be interlinked and accessible over the Internet worldwide. WWW is also known as Web.
- The Web is a service (a system for accessing information) that is supported by the Internet, a system of interconnected networks.
2. Advantages of E-mail are:
- (i) An e-mail can be sent anytime and from anywhere in the world.
- (ii) An e-mail can be sent to many people at a time.
- (iii) An e-mail can be easily forwarded to anyone without typing it again.
- (iv) Sending an e-mail is fast in comparison to traditional mails.
- (v) Music, images or any other computer file can be shared with anyone by using e-mail.
3. Steps to Signing In of a gmail account:
- Step 1: Double-click on the Web browser icon.
- Step 2: Type www.gmail.com in the address bar of the browser window and press Enter key.
- Step 3: Click on Sign in button.
- Step 4: Enter username and click on Next button.
- Step 5: Enter the password and click on next button.
- Steps to signing out a gmail account:
- Step 1: Click on the icon on the top right corner of your browser window.
- Step 2: Click on Sign out button.

Mind Boggler



- A.** 1. He can send by using attach files button 2. TO and CC

B.

A	L	Y	R	F	E	A	O
S	I	N	B	O	X	T	P
U	V	C	C	Y	X	T	W
B	Q	K	C	C	F	A	C
J	D	L	E	B	O	C	P
E	L	O	G	I	N	H	C
C	D	G	U	N	Q	M	N
T	H	O	Z	B	K	E	M
M	G	U	J	O	W	N	D
U	L	T	O	X	A	T	S
P	A	S	S	W	O	R	D

Lab Session

SUBJECT ENRICHMENT

Do yourself

10. Computer Safety and Security

Checkpoint



- A.** 1. (b) 2. (c) 3. (a) 4. (c)
- B.** 1. (F) 2. (T) 3. (T) 4. (T)
- C.** 1. malware 2. biometric 3. decryption 4. encryption 5. zombie
- D.** 1. Authentication is the process of verifying a user's identity before granting him or her access to a computer system. Authentication are two types: Password Protection and Biometric Authentication.
2. The term 'trojan' is derived from the Trojan Horse story in Greek mythology, which explains how the Greeks were able to enter the fortified city of Troy by hiding their soldiers in a big wooden horse given to the Trojans as a gift.
3. An antivirus program is a software which can detect the presence of a virus on a computer and remove the virus.
- E.** 1. Cleaning the computer means cleaning different parts of the computer system like:
 (i) Cleaning the Keyboard (ii) Cleaning the Mouse (iii) Cleaning the Monitor
2. Malware refers to software programs designed to damage or carryout other unwanted actions on a computer system. In Spanish, 'mal' is a prefix that means 'bad,' making the term 'badware,' which is a good way to remember it. The different types of malware are virus, worm, trojan horse, spyware, zombies, ramsomware, rootkit and backdoor.



3. A computer virus is a 'piece of code' or program developed to corrupt the data or program files stored on the computer system.

On the other hand, A computer worm is a type of malware that has the capability to replicate itself without any human interaction.

Mind Boggler



- A.** 1. Worms 2. Trojans Horses 3. Spyware 4. Ransomware

B.

A	I	I	E	R	D	I	I	A	B	A	I
T	V	K	A	R	O	K	L	W	U	B	T
O	I	E	T	O	N	T	R	O	J	A	N
A	R	O	O	T	K	I	T	R	N	B	H
I	U	T	C	T	T	E	K	M	N	I	E
W	S	P	Y	W	A	R	E	M	Y	T	R
E	L	O	A	I	L	M	I	A	R	W	S

Lab Session

SUBJECT ENRICHMENT

Do yourself

11. Introduction to Python

Checkpoint



- A.** 1. (c) 2. (a) 3. (d) 4. (d) 5. (d)
- B.** 1. Guido van Rossum 2. assignment 3. string 4. input()
5. false
- C.** 1. (T) 2. (F) 3. (T) 4. (T) 5. (T)
- D.** 1. It will assign & value to variable a.
2. Variables are used to store values which can be accessed or changed later.
3. A data type specifies the type of value a variable can contains.
4. Precedence of operators determines the order in which the operators are executed.
5. IDLE stands for Integrated Development and Learning Environment.

E. 1. List of relational operators:

Operator	Name	Example (x=8 and y=6)	Output
==	Equal	x == y	FALSE
!=	Not equal	x != y	TRUE
>	Greater than	x > y	TRUE
<	Less than	x < y	FALSE
>=	Greater than or equal to	x >= y	TRUE
<=	Less than or equal to	x <= y	FALSE

2. Comments in Python can be used to explain parts of the code. It can also be used to hide the code as well. Comments enable us to understand the way a program works. In python, any statement starting with # symbol is known as a comment. Python supports two types of comments: Single line comment and Multiline comment.
3. Python has two basic programming modes—Script Mode and Interactive Mode. Interactive Mode is a command line shell which gives immediate result for each command. In Script mode, we type one command at a time. Python executes the given command and gives the output.

Mind Boggler



1. 2.0 2. 12 3. 10 20 30 4. 6 5. 4

Lab Session

SUBJECT ENRICHMENT

Do yourself

Periodic Assessment-4

(Based on chapters 9 & 11)

- A. 1. A hyperlink is simply a part of the Web page that is linked to a URL. A hyperlink can appear as text, an image, or a navigational tool such as a button or an arrow.
2. Acronym is a word formed from the initial letters of a multi-word name. It may be in the form of an abbreviation like HTML (Hyper Text Markup Language) or more than one letter from some words like COBOL (COMMON Business Oriented Language).
3. Face recognition is the process to identify an individual by using his/her facial features.
4. Variables are memory reference points where we store values which can be accessed or changed later. The names given to the variables are known as identifiers.



- B.** `length = int (input("enter the length"))`
`area = length *length print (area)`
- C.** 12

Test Sheet-2

(Based on chapters 7 to 11)

Section A

- A.** 1. (c) 2. (c) 3. (c) 4. (b) 5. (c) 6. (a) 7. (a)
- B.** 1. (T) 2. (T) 3. (F) 4. (F) 5. (T)
- C.** 1. Free select 2. WHILE 3. To 4. Biometric 5. assignment

Section B

- A.**
1. Fuzzy Select tool is used to detect the edges of the image automatically on the basis of colour codes and do the selection quickly.
 2. The IF-THEN-ELSE statement is used when we have to check for a condition.
 3. Every Web page has a unique address, called a Uniform Resource Locator, or URL. URLs are the key to navigating the Web.
 4. The term 'trojan' is derived from the Trojan Horse story in Greek mythology, which explains how the Greeks were able to enter the fortified city of Troy by hiding their soldiers in a big wooden horse given to the Trojans as a gift.
 5. It will assign & value to variable a.
- B.**
1. GIMP is a free and open-source graphics editor software used for image retouching and editing, free-form drawing, cropping, converting between different image formats and more. GIMP is an acronym for GNU Image Manipulation Program.
 - (i) User friendly interface
 - (ii) Image manipulation can be done quickly
 - (iii) Powerful tools are used to change the color of an image by adjusting brightness, contrast, color balance, hue and saturation levels
 - (iv) Create graphics for web applications with reduced file size, thus helping to load websites faster
 2. When a set of instructions are repeated for a fixed number of times or until a condition is satisfied this process is called looping.
 Two looping statements in basic- 256 are;
 - a. FOR..... NEXT statement
 - b. WHILE.....END.....while statement
 3. Every Web page has a unique address, called a Uniform Resource Locator, or URL. URLs are the key to navigating the Web.
 4. Advantages of E-mail are:
 - (i) An e-mail can be sent anytime and from anywhere in the world.
 - (ii) An e-mail can be sent to many people at a time.

- (iii) An e-mail can be easily forwarded to anyone without typing it again.
 - (iv) Sending an e-mail is fast in comparison to traditional mails.
 - (v) Music, images or any other computer file can be shared with anyone by using e-mail.
5. A computer virus is a 'piece of code' or program developed to corrupt the data or program files stored on the computer system.
- On the other hand, A computer worm is a type of malware that has the capability to replicate itself without any human interaction.
6. Python has two basic programming modes—Script Mode and Interactive Mode. Interactive Mode is a command line shell which gives immediate result for each command. In Script mode, we type one command at a time. Python executes the given command and gives the output.

