ANSWER KEY

Touchpad PLUS Ver 2.0

Class-6

1. Classification of Computers

Let's Plug-in

1. 

ENIAC

2. 

MARK - 1

3. 

UNIVAC

Let's Catch Up

Analog computer, Digital Computer and Hybrid Computer.

Test Your Skills

1.	a. (i)	b. (iii)	c. (iv)	d. (ii)	e. (iv)
2.	a. F	b. T	c. F	d. T	e. T
3.	a. Microcomputer	b. Laptop	c. Gaming	d. High	e. PARAM

4. a. A minicomputer contains one or more microprocessors as its processing unit. This type of computer is mainly used for scientific and engineering computations.

   b. An embedded computer is a special type of microprocessor based system. This type of computer is mainly used for performing a specific task.

   c. Supercomputers are the largest and fastest of all types of computers. They can process a very large amount of data quickly.

   d. ATM stands for Automated Teller Machine.

5. a. A microcomputer is a type of computer that has one microprocessor as its processing unit. It is a small and less expensive digital computer. This type of computers is made to be used by a single user at a time. Some examples of microcomputers are Laptops, Desktop computers and Tablet computers.

   b. A handheld computer is a type of computer that can easily be stored in our pocket and used by holding it in our hands. Most of the handheld computers have a touchscreen in which we

IMPRINT 1

input data by using our fingers. Some of the example of handheld computers are smartphones, PDA and Smartwatches.

c. Digital Computer refers to a computer that uses digits (binary numbers 0's, and 1's) to generate, process and display data. The results produced by digital computers are more accurate than that of analog computers. All the modern computers that we use like Desktop, Laptop, and smartphone are examples of digital computers.

d. i. The microwave that we use at our home is an example of embedded computer. It has a computer system embedded into it to control the time and the temperature.

ii. ATM (Automated Teller Machine) is a type of embedded computer. It allows the user to withdraw money from their bank account from anywhere in the world.

iii. PDA (Personal Digital Assistant) is a handheld computer that has a touchscreen and allows to organize our daily routine. It also has a pen like stylus which allows us to give input.

iv. Gaming console is a computing device specially designed to play video games. We can connect the gaming console with television to play games on television. Some commonly used examples are Sony PlayStation and Nintendo.

v. Desktop is a personal computer placed at a single place on a desk or table. All its components such as keyboard, mouse and storage devices are connected through wire or wireless.

e. i. Supercomputers are the largest and fastest of all types of computers. The cost of supercomputer is very high. They are used in very big organisations and government departments to do tasks such as weather forecasting and rocket launching. Some examples of supercomputers are PACE, Titan, Sunway TaihuLight, Pratyush, Mihir, etc. Whereas, a minicomputer is small, slow than supercomputers. They are used for scientific and engineering computations. Some examples of minicomputers are PDP-11, PDP-8, HP-3000, etc.

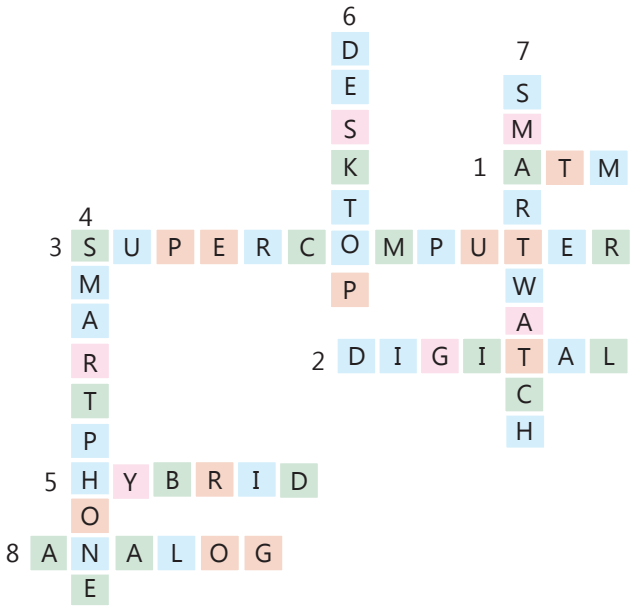
ii. Laptop is a portable computer that is suitable for use while travelling. We can use a laptop computer by keeping it on our lap. A laptop computer has a built-in mouse, a monitor and a keyboard. Whereas, tablet is a portable computer smaller than the laptop computer. We can use a tablet by keeping it in our hands. It has a touchscreen as its primary input device instead of mouse.

Fun Zone

Let's Solve

1. a. Laptop b. Microwave

2.



Let's Explore

Do it yourself.

2. Basic Concepts of Programming

Let's Plug-in

ALERT MAJOR CYCLONE

Let's Catch Up

BASIC, PASCAL and C

Test Your Skills

1.	a. (iii)	b. (ii)	c. (ii)	d. (ii)	e. (i)
2.	a. F	b. T	c. F	d. F	e. T
3.	a. Algorithm e. Assembler	b. Connectors	c. Consistent	d. Instructions	

4. a. An Algorithm is a set of steps in a sequential and ordered manner to solve any problem.
   b. A flowchart is a type of diagram that represents an algorithm.
   c. An assembler is a program used to translate assembly language into machine language.
   d. BASIC and PASCAL
   e. A computer language is the medium by which instructions are transmitted to the computer to perform a specific task.

5. a. The main difference between HLL and LLL are:
      1. LLL is machine dependent and HLL is machine independent.
      2. The types of LLL are 1GL and 2GL. The types of HLL are 3GL, 4GL and 5GL.
   b. The advantages of HLL are:
      - High level language is user friendly.
      - High level language is similar to English with vocabulary of words and symbols, therefore it is easier to run.
      - High level language requires less time to write.
      - High level language is easier to maintain.
   c. Process symbol: It is used to show a process or action step. This is the most common symbol used in flowcharts.

      Input/Output: It is used to represent the material or information entering or leaving the system, i.e., input and output.

Fun Zone

Let's Solve

1. a. (i) Input/Output (ii) Process (iii) Input/Output

   b. Richa should make an algorithm before drawing a flowchart.

2.

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

Let's Explore

Do it yourself.

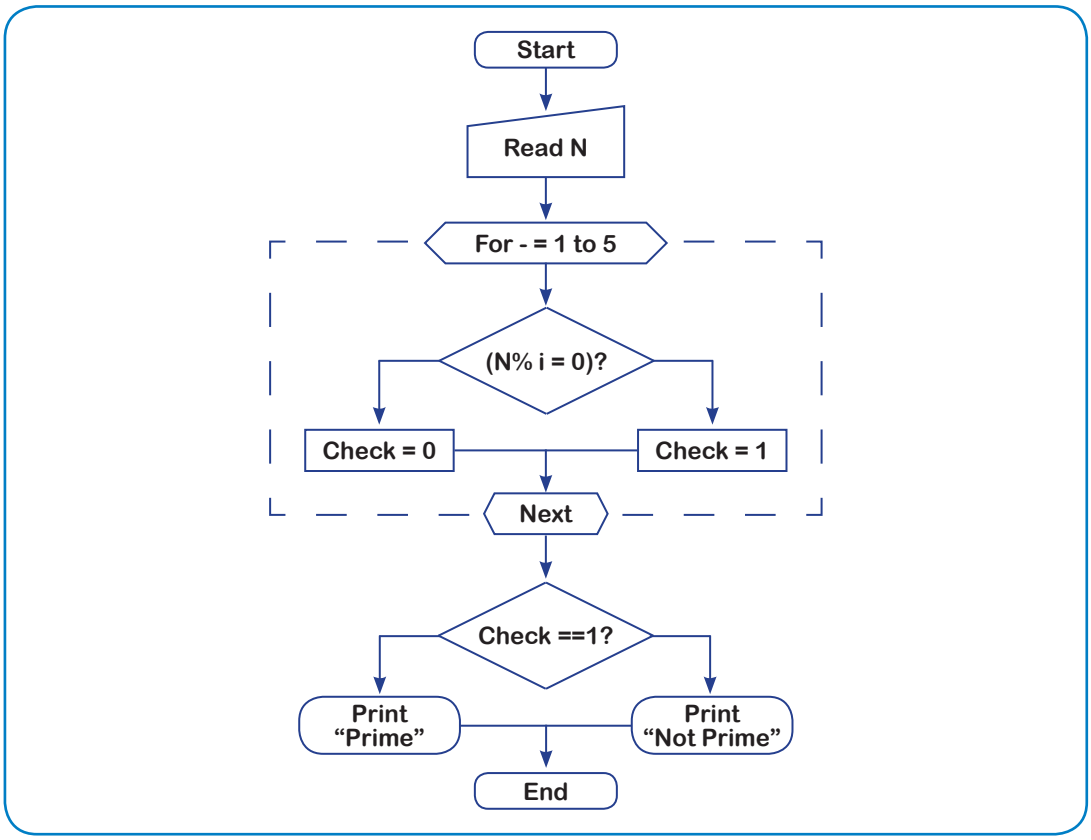
Periodic Assessment–1

(Based on chapters 1 & 2)

A. 1. Analog 2. Digital 3. Handheld 4. Smartphone

B. 1. Start/Stop 2. Process 3. Decision 4. Input/Output

C.



3. Advanced Features of PowerPoint 2016

Let's Plug-in

1. T 2. T 3. F 4. F

Let's Catch Up

1. a 2. a

Test Your Skills

1. a. (iii) b. (i) c. (ii) d. (iii) e. (i)
2. a. Audio on my PC b. Record
   c. Media, Insert d. Action
3. a. F b. T c. F d. F
4. a. If we select the Print All Slides option while printing, it will select all the slides in the presentation.
   b. Action buttons are some built in shapes which you can add to your slides. This action happens when you either click an object or hover your mouse over in a slideshow.
   c. Notes page is used to print slides with notes.
5. a. To insert a video file, follow the steps given below:
      Step 1: Click on Video command under the Media group of the Insert tab.
      Step 2: Click on the Online Video option.
      Step 3: Search your video on the website.
      Step 4: Click on the Insert button.
   b. The printing options are:
      i. Print All slides ii. Print Selection iii. Print Current Slide

Fun Zone

Let's Solve

1. a. To insert recorded audio in a presentation, follow these steps:
Step 1: Click on the Audio option in the Media group.
Step 2: Click on the Record Audio option.
Step 3: Enter the name of your audio clip and click on the Record button to start recording.

b. To insert a video file, follow these steps:
Step 1: Click on Video command under the Media group of the Insert tab.
Step 2: Click on the Online Video option.
Step 3: Search your video on the website.
Step 4: Click on the Insert button.

2. a. Record Audio b. Online Video c. Print Current Slide
   d. Print Selection e. Action Button

Let's Explore

Do it yourself.

4. More on Excel 2016

Let's Plug-in

1. 4 2. 300 3. 109 4. B4 & C3 5. D4

Let's Catch Up

1. T 2. T 3. F

Test Your Skills

1. a. (iv) b. (ii) c. (i) d. (ii) e. (i)
2. a. F b. T c. F d. T e. T
3. a. Insert b. Cell Styles c. Select All d. Merge & Center e. Operators
4. a. Yes, we can unmerge the merged cells. Name of command is Unmerged Cells.
   b. Copy command is used to copied the data at the new place and also exists in its original place.
   c. Wrap Text feature of Excel allows us to display multiple lines of text inside a cell.
5. a. Steps to wrap the text in a cell:

   Step 1: Click the cell in which you want to wrap the text.

   Step 2: Click on Wrap Text command from Alignment group under Home tab. The text in your cell will be wrapped.

   b. To change row height and column width follow these steps:
   Step 1: Select the column(s) or row(s) that you want to change.
   Step 2: Click on Format command in Cells group from Home tab.
   Step 3: Choose Column Width or Row Heights under Cell size.
   Step 4: In the Column Width or Row Height box, type the value that you want your column or row to be.

c. To apply cell border follow these steps:

Step 1: On a worksheet, select the cell or range of cells that you want to add a border to, change the border style on, or remove a border from.
Step 2: Go to the Font group in the Home tab.
Step 3: Click the arrow next to Borders command.
Step 4: Click on the border style we would like.

Fun Zone

Let's Solve

1.

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

2. a. By using the Wrap Text command present on the Alignment group in the Home tab, Sonia can make the text visible.

b. By inserting a column, Anaya can create space to enter the marks.

Let's Explore

Do it yourself.

5. Formulas and Functions in Excel 2016

Let's Plug-in

90

Let's Catch Up

1. 5
2. Com
3. 7
4. 4/01/2021
5. 5
6. 3

Test Your Skills

1. a. (i) b. (i) c. (ii) d. (iii) e. (iv)
2. a. F b. F c. F d. F e. T
3. a. Functions b. Equal c. square root d. dollar ($) e. MIN ()
4. a. A cell reference is a cell address that can be used in a formula to denote a specific cell.
   b. TODAY() AND NOW()
   c. Relative cell referencing refers to a cell that is above or below and left or right to a number of rows or columns.
   d. It is used to return the sum of a range.
5. a. It calculates the square root or absolute value of a number, product of numbers, etc.
   The names of two Mathematical functions are Sum(range) and Product (range).
   b. LEN function is used to return the length of the text string. For example: Input: =LEN("Touch") Output: 5
   c. There are mainly two ways to enter a formula in a worksheet:
      1. Typing the formula directly in the Cell: In this way, the formula is directly typed in the cell after typing an equal sign.
      2. Typing the formula in the Formula bar: In this way, we can type the formula in Formula bar after selecting the cell.
   d. Rules to enter a function:
      1. All Excel functions must begin with = sign.
      2. Function name must be a valid Excel name.
      3. Function must be followed by opening and closing parenthesis.
      4. Most of the functions must contain an argument within it.
6. a. SQRT: It returns the square root of the given number.
   b. DAY: It returns the current day.
   c. MOD: It returns the remainder after a number is divided by the divisor.
   d. INT: It rounds number to an integer value.
   e. MIN: It returns the smallest value in the given range.

Fun Zone

Let's Solve

1. Cell Reference

2.

			1				2							
			R				E		4					
		3	O	P	E	R	A	T	O	R	S			
			F				E		U					
			E				E		M					
	5	U	P	P	E	R			R		6			
			E								F			
			N								U			
				7	C	O	N	S	T	A	N	T		
		8	L	O	W	E	R				C			
											T			
											I			
								9	P	R	O	D	U	C	T
											N			

Let's Explore

Do it yourself.

Periodic Assessment–2

(Based on chapters 3 to 5)

A. 1. Merge Cells 2. Format 3. Functions 4. Logical Function
5. Concatenate

B. Do it yourself.

C. 1.  Video

2.  Audio

3.  Screen Recording

Test Sheet–1

(Based on chapters 1 to 5)

A. 1. (iii) 2. (iii) 3. (ii) 4. (ii) 5. (i)
6. (iii) 7. (iv) 8. (i)

B. 1. F 2. F 3. F 4. T 5. F
6. F 7. F 8. F

C. 1. flow lines 2. instructions 3. Select All 4. Audio on My PC 5. Desktop
6. programming 7. consistent

D. 1. (c) 2. (a) 3. (b) 4. (d)

E. 1. Audio Command.

2. Full Page Slides.

3. Step 1: Select the merged cell you want to split.
Step 2: Click on the arrow of the Merge & Center command in the Alignment group on Home tab.
Step 3: Select the Unmerge Cells option.

4. An Algorithm is a set of steps in a sequential and ordered manner to solve any problem.

5. A flowchart is a type of diagram that represents an algorithm.

6. Video Command.

F. 1. To insert an audio file, follow the steps given below:
Step 1: Click on Audio command under the Media group of the Insert tab.
Step 2: Click on Audio on My PC.
Step 3: Click on Stop, Play or Record button.
Step 4: Click on Audio icon.

2. Len function is used to return the length of the text string.
For example: Input: =LEN("Touch")Output: 5

3. To insert sound, follow the steps given below:
Step 1: Click on Audio command under the Media group of the Insert tab.
Step 2: Click on Audio on My PC.
Step 3: Click on Stop, Play or Record button.
Step 4: Click on Audio icon.

4. Action buttons are some built in shapes which we can add to your slides. This action happens when we either click an object or hover your mouse over in a slideshow.
Action buttons are some built in shapes which you can add to your slides. This action happens when we either click an object or hover your mouse over in a slideshow.

6. Introduction to Small Basic

Let's Plug-in

Net Beans, Visual Basic, BlueJ, etc.

Let's Catch Up

9Name	abc_def	_jkh	Address

Test Your Skills

1. a. ii b. iii c. ii d. iii
2. a. Small Basic b. Intellisense c. Relational d. Read()
3. a. T b. F c. F d. T
4. a. A variable is used to store different kinds of information, such as text or a number, in the computer's memory.
   b. Relational operators are used to compare the values of two operands and returns Boolean true or false accordingly.
   c. Small Toolbar is a component of Small Basic environment. It is used to give commands like New, Open, Save, Save As, Cut, Copy, Paste and Run.

5 a. @Tushar and &Cost are invalid variable names because a variable name must start with a letter or underscore.

   b. Some of the Math library function in Small Basic are:
      (i) Math.Abs(number): This function returns the absolute value of a given number.
      (ii) Math.Ceiling(number): It rounds up the integer value and returns the integer that is greater than or equal to the argument.
      (iii) Math.Floor(number): It round up the integer value and returns the integer that is less than or equal to the argument.

Fun Zone

Let's Solve

1. 243 2. 2.87 3. 2.87 4. 8-5.7

Let's Explore

Do it yourself.

Tech Practice

1.
```
Area = 3.14*5*5
TextWindow.WriteLine(Area)
```
2.
```
n = 56
m = 78
Add = n+m
```

```
TextWindow.WriteLine(Add)
Subtract = m-n
TextWindow.WriteLine(Subtract)
Multiply = n*m
TextWindow.WriteLine(Multiply)
Division = m/n
TextWindow.WriteLine(Division)
```

3.
```
TextWindow.WriteLine("Enter the number: ")
a = TextWindow.ReadNumber()
b = Math.SquareRoot(a)
TextWindow.WriteLine("The square root of "+a+" is "+b)
```

4.
```
TextWindow.WriteLine("Enter the breadth of the rectangle: ")
B = TextWindow.ReadNumber()
TextWindow.WriteLine("Enter the length of the rectangle: ")
L = TextWindow.ReadNumber()
Area = L*B
TextWindow.WriteLine("The area of the rectangle is: "+Area)
```

7. Control Statements in Small Basic

Let's Plug-in

1. 27
2. 7
3. 50
4. 2
5. 28
6. 2
7. 27.963

Let's Catch Up

```
If (i < 21) Then
  TextWindow.WriteLine(i)
EndIf
```

Test Your Skills

1. a. (i) b. (i) c. (i) d. (ii) e. (i)
2. a. Nested if b. branching c. Goto d. Decision making
3. a. T b. T c. T d. F e. F

4. a. The three formats of If statements in Small Basic are:

   i. If .... Endif

   ii. If ....else

   iii. If .... Elseif

   b. The syntax for if-Then statement is as follows:

   IF <condition> THEN

   Statements to be executed

   ENDIF

   The syntax for If-then-Else statement is as follows:

   IF <condition> THEN

   Statements to be executed

   ELSE

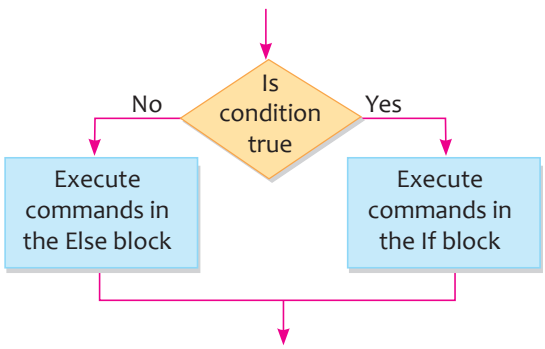
   Statements to be executed

   ENDIF

   c. Goto statement is used to change the flow of program by letting the control to branch to a statement that appears earlier or later in the program.

   d. If - Then statements are used to determine if a given condition is true or not. Whereas the if-then-else statement can be used when we have to take a decision based on the outcome of the condition.

5. a.



   b. The branching statements allow the flow of execution to jump to a different part of the program. The common branching statements used within other control structure are Goto and Goto with Else statement.

   Example:

```
1 i = 1
2 start:
3 TextWindow.WriteLine(i)
4 i = i + 1
5 If (i < 21) Then
6   Goto start
7 Else
8   TextWindow.WriteLine("You are out of the limit")
9 EndIf
```

c. TextWindow.WriteLine("Enter the number: ")
n = TextWindow.ReadNumber()
t1 = 0
t2 = 1
nextTerm = 0
nextTerm = t1 + t2
TextWindow.Write(t1+" ")
TextWindow.Write(t2+" ")
While(a < n-2)
Textwindow.Write(nextTerm+" ")
t1 = t2
t2 = nextTerm
nextTerm = t1 + t2
a = a + 1
EndWhile

Fun Zone

Let's Solve

1. You are old
2. Nothing will print
3. Three digit number

Let's Explore

Do it yourself.

Tech Practice

1. TextWindow.WriteLine("Enter the number: ")
a = TextWindow.ReadNumber()
If a < 0 Then
TextWindow.WriteLine("Negative number")
ElseIf a > 0 Then
TextWindow.WriteLine("Positive number")
EndIf
2. TextWindow.Write("Enter a year: ")
year = TextWindow.ReadNumber()
If (Math.Remainder(year,4) <> 0) Then
TextWindow.WriteLine(year + " is not a leap year.")
Else

```
        If ( Math.Remainder( year,100) <> 0 ) Then
            TextWindow.WriteLine( year + " is a leap year.")
          Else
           If ( Math.Remainder( year,400) = 0 ) Then
             TextWindow.WriteLine( year + " is a leap year.")
Else
 TextWindow.WriteLine( year + " is not a leap year.")
          EndIf
         EndIf
       EndIfy
```

3.
```
TextWindow.WriteLine("Enter the First number: ")
a = TextWindow.ReadNumber()
TextWindow.WriteLine("Enter the Second number: ")
b = TextWindow.ReadNumber()
If a > b Then
  TextWindow.WriteLine(a+" is greater than "+b)
ElseIf a < b Then
  TextWindow.WriteLine(a+" is less than "+b)
EndIf
```

4.
```
Age  = 0
Marks = 0
TextWindow.WriteLine("Enter your age: ")
Age = TextWindow.ReadNumber()
TextWindow.WriteLine("Enter your Marks in % (Rounded off): ")
Marks = TextWindow.ReadNumber()
If Age > 18 And Marks > 65 Then
  TextWindow.WriteLine("Student is eligible to take admission in college.")
ElseIf Age < 18 Then
  TextWindow.WriteLine("Student is underage")
Elseif Marks < 65 Then
  TextWindow.WriteLine("Student is not qualified")
EndIf
```

Periodic Assessment–3

(Based on chapters 6 & 7)

A. 1. (A > 0)

The variable 'A' is not assigned.

2. (A > 0)

The variable 'A' is not assigned.

B. 1. 654 2. 33 3. 89 4 65847 5. 3

6. 43

C. Area of rectangle

```
Length = 25
Breadth = 10
Area = Lenth * Breadth
TextWindow.WriteLine("The area of the rectangle: "+ Area)
```

D. Mile to kilometer

```
Mile = 5
Km = Mile * 1.6
TextWindow.WriteLine(" 5 mile is equal to: " +Km+ " Kilometers.")
```

8. Introduction to Animate CC

Let's Plug-in

Do it yourself.

Let's Catch Up

Fill refers to the inside of the object.

Test Your Skills

1. a. (i) b. (iv) c. (ii)
2. a. Animation b. HTML5 c. Stage d. Lasso e. Lines
3. a. Properties Panel displays the different properties of the object, which is selected.
   b. Gradient Fill is a combination of colours where one colour changes into another.
   c. There are three types of symbol in Animate CC: Movie Clip Symbol, Button Clip Symbol and Graphic Symbol.
4. a. i. Selection tool is used to select objects on the stage for modification.
      ii. Pen tool is used to draw lines and curves by creating a series of dots that are automatically connected.
      iii. Free-transform tool is used to move, scale, rotate, skew, or distort objects.
   b. To create a symbol, perform the following steps:

      Step 1: Click on the File → Open option from the menu bar. Select the desired file and click on the Open button.

      Step 2: Select the Rectangle Tool from the Tools panel.

      Step 3: Use the Stroke Color and Fill Color in the Properties panel to select the required outline and fill color from the color picker for the object.

Step 4: Click on the drawing mode in the Tools panel to select the Object Drawing mode.

Step 5: On the stage, draw a rectangle holding down the left mouse button.

Step 6: Click on the Selection Tool in Tools panel.

Fun Zone

Let's Solve

1. a. Outside the stage b. Sub – Select

2.

Let's Explore

Do it yourself.

9. Introduction to HTML

Let's Plug-in

1. Homepage 2. Website 3. Hyperlink 4. URL

Let's Catch Up

1. F 2. F 3. T 4. T 5. T

Test Your Skills

1. a. (i) b. (ii) c. (i) d. (ii)
2. a. Markup b. Head c. Block level d. Empty e. Nesting
3. a. HTML stands for Hypertext Markup Language. It is a markup language that describes the structure of the web page.
   b. The tags that include both opening and closing tags are called Container Tags.
   c. 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. Every web page coding must start with the <html > tag and ends with the </html > tag.
   d. The <Head> tag defines header area of your web page. The information given in <Head > tag tells the computer that this information is not to be shown on the web page.
4. a. The rules for writing HTML tags are:
      - Container tags should always be closed properly.
      - Values given to the attributes should be enclosed within the double quotes.
      - Tag name should not contain spaces.
      - There should be no spaces between < and > in a tag.
      - Tags must be nested correctly.

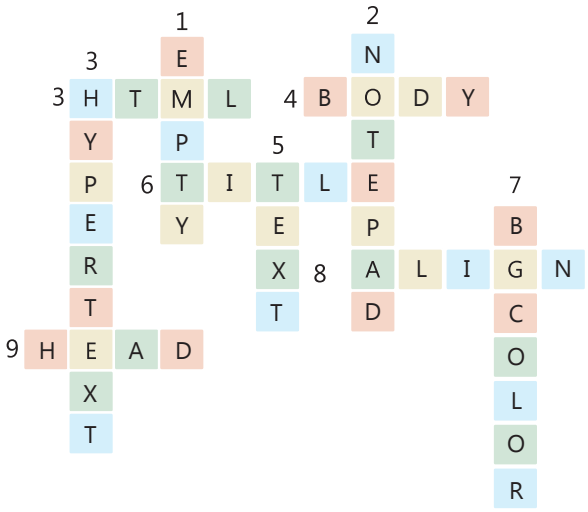
   b. HTML editors are software which are used to write and edit HTML codes. There are mainly two types of HTML editors, WYSIWYG editors and Text Editor. The most commonly used HTML editors are Notepad and Notepad++.
   c. The heading tags are used to give a similar effect to your web page. These are container tags with a start tag and an end tag. HTML has six levels of headings such as <H1>, <H2>, <H3>, <H4>, <H5> and <H6>.

Fun Zone

Let's Solve

1. a. <Hn> tag
   b. <Title> tag

2.



Let's Explore

Do your self

Tech Practice

Do your self

10. Internet Services

Let's Plug-in

1. Communication
2. Ticket Reservation
3. Looking for Information
4. Online Shopping

Let's Catch Up

1. ARPANET – Advanced Research Projects Agency Network
2. WWW – World Wide Web
3. URL – Uniform Resource Locator

Test Your Skills

1. a. (i) b. (iii) c. (iv) d. (iii)

2. a. F b. F c. F d. T

3. a. E-mail b. ARPANET c. Web document d. Attachment e. Website

4. a. The Internet is a computer network that connects hosts and end systems throughout the world.

   b. Online Education has enhanced the teaching and learning process by making education very friendly and interesting. Education on the Internet is also called e-learning.

   c. E-mail stands for electronic mail. You can send messages and files from your computer to your friend's computer and vice-versa using e-mail service.

5. a. The World Wide Web (www) is a large information system where you can surf and get information. Web is a service (a system for accessing information) that is supported by the Internet, a system of interconnected networks.

   A Web page is a hypertext document. A collection of related web pages is called a website. Websites are housed on Web servers. A Web server is an Internet host computer that often stores thousands of individual Web pages.

   b. An e-greeting is just like a paper greeting card. The only difference is that it is created with the help of digital text and effects. Some of the popular e-greetings websites are www.123greetings.com, www.egreetings.com, www.e-cards.com, etc.

Fun Zone

Let's Solve

1. a. E-greeting b. E-mail

2.

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

Let's Explore

Do your self

TECH PRACTICE

Do your self

Periodic Assessment–4

(Based on chapters 8 to 10)

A. 1. Gradient fill 2. Web Browser 3. Hyperlink 4. Tag 5. HTML

B. 1. **Web Browser:** A Web browser is a software application designed to find hypertext documents on the Web and then open the documents on the user's computer.

2. **URL:** URLs help you to navigate the web. When you provide a URL to the browser, the browser finds that URL's Web page and then transfers the Web page to your PC.

3. **Nesting of Tags:** Nesting of tags means that you can start a new tag before closing the previous tag. The only point to remember is that tags are nested on LIFO principle, that is, Last In First Out.

4. **WYSIWYG:** WYSIWYG stands for What You See Is What You Get. This type of editor allows the developer to see what the end result will look like when the document is created.

C.

```
<html>
<body>
<h1> Introduction to HTML </h1>
<p> HTML stans for Hypertext markup Language. It is a markup language that describes the structure of the web page. It allows us to create web pages that contain paragraphs, headings, links and block quotes. The output of HTML web pages is same on any type of computer and on any operating system, i.e. Mac, Windows, etc.</p>
</body>
</html>
```

Test Sheet–2

(Based on chapters 6 to 10)

A. 1. (iii) 2. (iii) 3. (ii) 4. (iii) 5. (ii)
6. (i) 7. (ii) 8. (iv)

B. 1. markup 2. header 3. stage 4. lines
5. Small Basic 6. if 7. goto 8. identifier

C. 1. F 2. T 3. F 4. T 5. T
6. F 7. T

D. 1. c. 2. e. 3. d. 4. a. 5. b.

E. 1. A variable is used to store different kinds of information, such as text or a number, in the computer's memory.

2. Relational operators are used to compare the values of two operands and returns Boolean true or false accordingly.

3. **Math.Abs(number) :** It returns the absolute value of the given number.
   Example: Math.Abs(–27.963) will return 27.963.
4. The fill is the inside of the drawn object. You can also use a gradient or a bitmap image (such as a JPEG file) as a fill, or you can specify the object to have no fill at all.
5. HTML stands for Hypertext Markup Language. It is a markup language that describes the structure of the web page. It allows us to create web pages that contain paragraphs, headings, links and block quotes.
6. **Container Tags:** The tags that have both opening and closing tags are called Container Tags.
   For example `<b> ..... </b>`
   `<head> ..... </head>`
7. URLs help you to navigate the web. When you provide a URL to the browser, the browser finds that URL's Web page and then transfers the Web page to your PC.

F. 1. Step 1: Click and select the drawing on the Stage.
   Step 2: Click on the Modify → Convert to Symbol option from the menu bar.
   Step 3: Enter a suitable name for the symbol and click on OK button.
2. Properties Panel is also called Property Inspector, this panel displays the different properties of the object, which is selected. We can edit the properties of the selected object by changing the settings of the object from the Property Inspector. Sometimes, the Property Inspector may not be visible, then select the **Window → Properties** option from the menu bar.
3. 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. Every web page coding must starts with the <html> tag and ends with the </html> tag.
   The <BODY> tag tells the web browser that the text contained between <body> and </body> tags is to be shown on the web page. It is a container tag.
4. The World Wide Web (www) is a large information system where you can surf and get information. Web is a service (a system for accessing information) that is supported by the Internet, a system of interconnected networks.
   A Web page is a hypertext document. A collection of related web pages is called a website. Websites are housed on Web servers. A Web server is an Internet host computer that often stores thousands of individual Web pages.
5. a. Online Education has enhanced the teaching and learning process by making education very friendly and interesting. Education on the Internet is also called e-learning.
   b. The process of purchasing products online is called online shopping. You can purchase almost everything online. We must have registered with the e-commerce website from which we want to buy products.
6.

Movie Clip Symbol	Used to create animations. We can apply color settings, blending modes and filters in this symbol.
Button Clip Symbol	Used to insert and manage interactivity. It needs a code or a program to remove work. We can apply color settings, blending modes and filters in this symbol.
Graphic Symbol	Used to build more complex movie clip symbols. We cannot apply color settings, blending modes and filters in this symbol.

7. To create a symbol, perform the following steps:

Step 1: Click on the File → Open option from the menu bar. Select the desired file and click on the Open button.

Step 2: Select the Rectangle Tool from the Tools panel.

Step 3: Use the Stroke Color and Fill Color in the Properties panel to select the required outline and fill color from the color picker for the object.

Step 4: Click on the drawing mode in the Tools panel to select the Object Drawing mode.

Step 5: On the stage, draw a rectangle, holding down the left mouse button.

Step 6: Click on the Selection Tool in Tools panel.