

ANSWER KEY

Touchpad iPRIME Ver 1.0

Class-2

1. Computer—An Electronic Device

One Touch Learn



- A. 1. b. 2. c. 3. a. 4. a.
B. 1. CPU 2. Monitor 3. Keyboard, Mouse 4. Virus
C. 1. T 2. F 3. F 4. T 5. T

Let's Do It

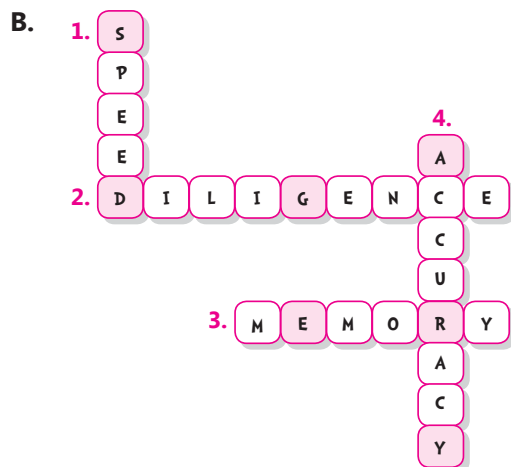


- A. 
- B. 1. A computer works on the Input-Process-Output cycle.
2. Advantages of a computer are speed, accuracy and memory.
3. Computer is dependent on electricity or batteries to work.
4. Names of two input devices are keyboard and mouse. Names of two output devices are monitor and printer.

Crack The Code



- A. 1. Output, Input, Process 2. Input, Process, Output





Do yourself.

2. Role of Computers



- A.** 1. a. 2. b. 3. a.
B. 1. games 2. bills 3. time-tables 4. diseases 5. police
C. 1. b. 2. c. 3. a. 4. e. 5. d.



- Names of two places where computers are used Office and Bank.
- Computer is used to perform complex calculation and even forecast the weather.
- Computer enhances the teaching and learning process by making education very friendly and interesting. Education on computer is also called e-learning.
- Lot of information: Computer help students find information on almost any topic.



1. HOME 2. BANK 3. ATM 4. SHOP



Do yourself.

3. Input and Output Devices



- A.** 1. c. 2. b. 3. c.
B. 1. d. 2. e. 3. a. 4. b. 5. c.
C. 1. F 2. T 3. F 4. T
D. 1. Mouse 2. printer 3. DVD 4. CPU 5. Scanner



Touchpad iPRIME (Version 1.0)-II (Answer Key)



- A**
1. The device that are used to give commands or instructions to the computer or tell the computer what to do are called input devices.
 2. Printer is an output device used to print the result of the work done by the computer on a paper.
 3. Hard disk and Compact disc are used to store your work.

- B.**



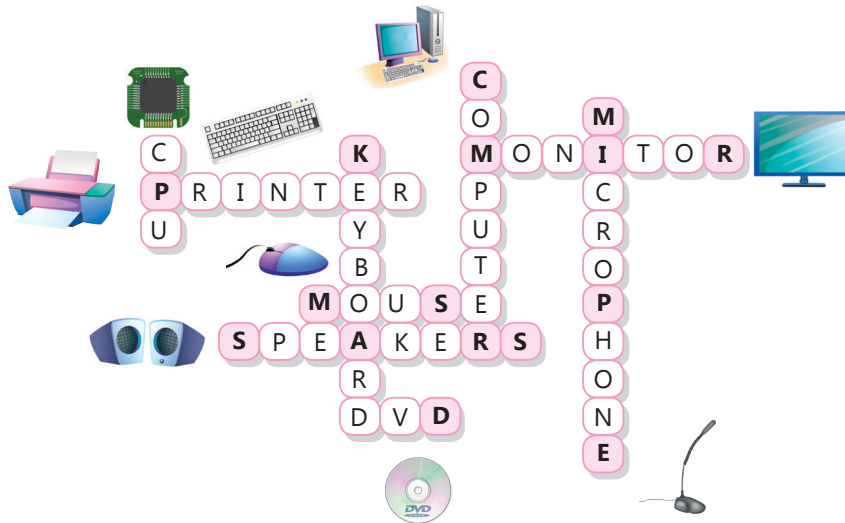
It is used to record voice, music and sounds.



It is used to print the result of the work done by the computer on a paper.



A.



- B.**
1. Mouse
 2. Scanner
 3. Microphone
 4. Hard copy
 5. Speakers



Do yourself.

4. Computer Keyboard

One Touch Learn



- A. 1. a. 2. c. 3. a. 4. b.
B. 1. c 2. d 3. a 4. b
C. 1. Numeric 2. Tab 3. Alphabet 4. Caps Lock

Let's Do It



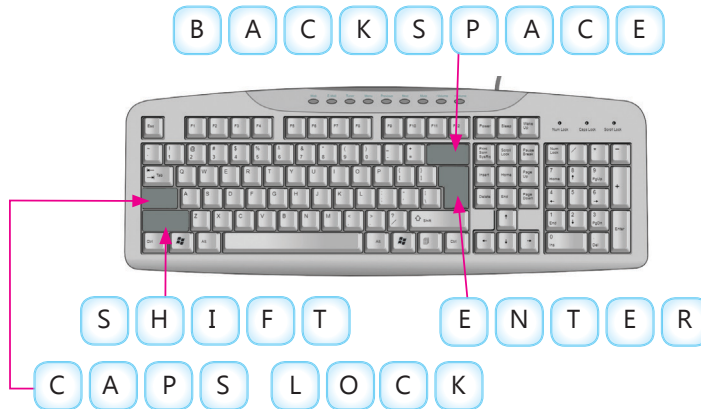
1. Caps Lock key helps us type capital letters.
2. Tab key is used to move the cursor several spaces forward at once.
3. Punctuation keys are used to add a punctuation mark while you are writing a sentence/paragraph.
4. Backspace key is used to erase typed letters, number symbols and words.
5. You can type the upper symbols by pressing the Shift key along with the Number key.

Crack The Code



- A. 1. @ 2. & 3. A 4. B

B.



FUN in LAB



Do yourself.



Touchpad iPRIME (Version 1.0)-II (Answer Key)

Worksheet-1

(Based on chapters 1 to 4)

- A.** 1. Offices 2. Railway Stations and Airports 3. Space Research and Science Labs
B. 1. I s 2. O 3. S 4. O 5. I 6. S
C. 1. Numeric keys 2. Enter key 3. Cursor control keys 4. Spacebar

Test Sheet-1

(Based on chapters 1 to 4)

Section A

- A.** 1. (ii) 2. (i) 3. (ii)
B. 1. T 2. F 3. T 4. F
C. 1. diseases 2. CPU 3. 104 4. games

Section B

- A.** 1. Caps Lock key helps us type capital letters.
2. Monitor
3. Inkjet printer and Laser printer are types of printer.
B. 1. Special keys are used to perform special functions. Some special keys are: Tab key and Escape key.
2. Computer is used to perform complex calculation and even forecast the weather.
3. Computer enhances the teaching and learning process by making education very friendly and interesting. Education on computer is also called e-learning.

5. Computer Mouse

One

Touch

Learn



- A.** 1. a. 2. a. 3. a. 4. c.
B. 1. e. 2. d. 3. a. 4. b. 5. c.
C. 1. Single 2. Drag 3. Double 4. Right 5. Wireless

Let's

Do

It



1. Optical mouse is a type of mouse. It has an LED sensor at its bottom that helps the pointer on the screen to move.
2. You can open any selected item by double-click on it.

3. Drag and drop is used to move an item to another location on the computer.
4. Click, Right-click, Double-click, Drag and Drop are the types of mouse actions.



1. Opens
2. Selects



Do yourself.

6. Introduction to Paint



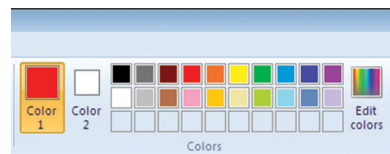
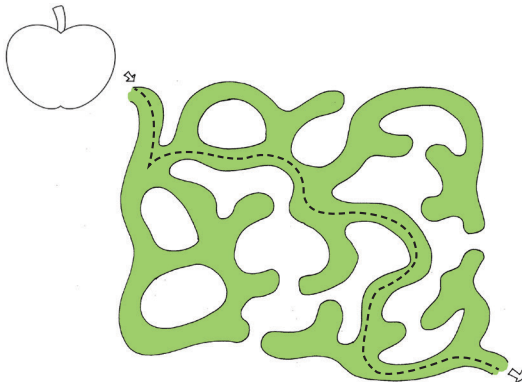
- A.** 1. b. 2. a. 3. c.
- B.** 1. F 2. F 3. F 4. F 5. F
- C.** 1. c. 2. d. 3. b. 4. a.



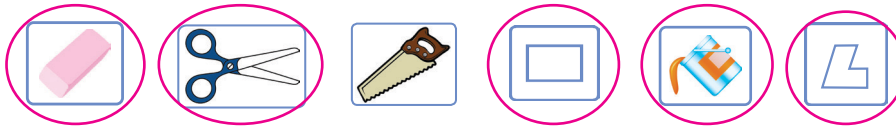
1. Two groups of paint are Tools group and Shapes group.
2. Line tool is used to draw a straight line.
3. Fill with color tool is used to fill colour in a closed shape or figure.
4. Rounded rectangle shape is used to draw rectangle and square with rounded corner.



A.



B.



Do yourself.

7. File Management—An Introduction



- A. 1. b. 2. a. 3. c. 4. b.
B. 1. b. 2. c. 3. d. 4. a.



1. A file in a computer is a piece of information stored on a storage device.
2. Storing work on computer on any storage device is called saving.
3. Save As option is used to save your existing file with a different name or at a different location.



1. HARD DISK 2. DVD 3. PEN DRIVE

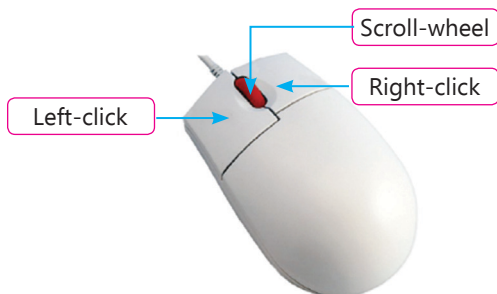


Do yourself.

Worksheet-2

(Based on chapters 5 to 7)

A.



- B.** 1. Rounded Rectangle, Line, Fill with Color, Rectangle
2. Curve, Line, Fill with Color
- C.** 1. Computer 2. Hard disk 3. Ctrl + O 4. Ctrl + S

Test Sheet-2

(Based on chapters 5 to 7)

Section A

- A.** 1. (i) 2. (i) 3. (i)
- B.** 1. F 2. T 3. F
- C.** 1. Right 2. Brushes 3. Ctrl + S

Section B

- A.** 1. Two groups of Paint window are Tools group and Shapes group.
2. Drag and drop is used to move an item to another location on the computer.
3. A file in a computer is a piece of information stored on a storage device.
- B.** 1. To save a drawing, follow these steps:
 Step 1 Click on Paint button.
 Step 2 Click on Save option.
 Step 3 Type a name for the file in the File Name box.
 Step 4 Click on Save button.
2. You can open a selected item by using double-click action.

