ANSWER KEY

Touchpad PLUS Ver 3.1

1. The Computer System

Checkpoint

A. 1. b 2. b 3. c 4. a

B. 1. micro 2. CU 3. CPU 4. information 5. hard copy

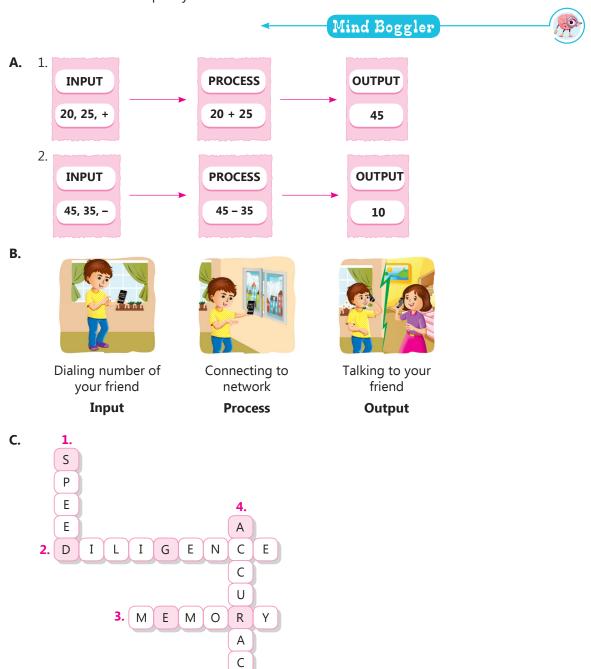**C.** 1. T 2. F 3. F 4. F 5. F

D.

1.

2.

3.

E. 1. Three parts of Central Processing Unit are:

(i) Arithmetic and Logic Unit (ii) Memory Unit (iii) Control Unit

2. (i) Pen drive (ii) Hard disk (any two)

F. 1. The data and instructions we give to the computer is called Input.

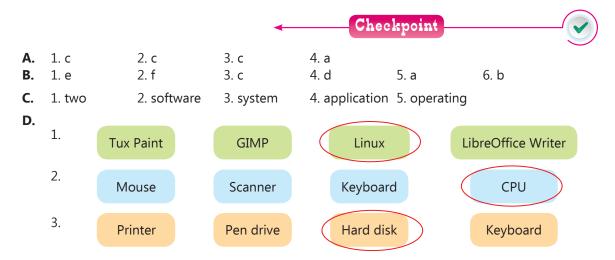The result which we get after processing the data and instructions is called output.

2. (i) Speed   (ii) Accuracy   (iii) memory (any three)

3. These are the largest and fastest of all types of computers. They can process very large amount of data quickly.

← **Mind Boggler**

A. 1.

INPUT		PROCESS		OUTPUT
20, 25, +	→	20 + 25	→	45

2.

INPUT		PROCESS		OUTPUT
45, 35, −	→	45 − 35	→	10

B.

Dialing number of your friend
Input

Connecting to network
Process

Talking to your friend
Output

C.

1. S P E E
2. D I L I G E N C E
4. A C C U
3. M E M O R Y
R A C Y

2. Computer Software

A. 1. c   2. c   3. c   4. a

B. 1. e   2. f   3. c   4. d   5. a   6. b

C. 1. two   2. software   3. system   4. application   5. operating

D.

1.

| Tux Paint | GIMP | Linux | LibreOffice Writer |

(Linux is circled)

2.

| Mouse | Scanner | Keyboard | CPU |

(CPU is circled)

3.

| Printer | Pen drive | Hard disk | Keyboard |

(Hard disk is circled)

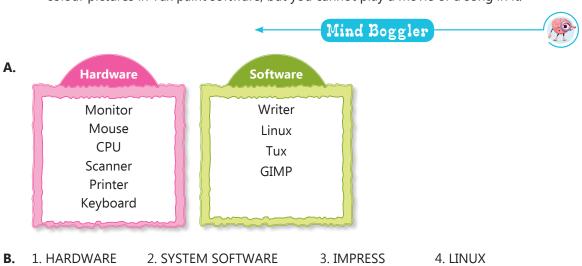**E.** 1. Linux is an example of system software.

2. GIMP is used for creating and editing photos.

F. 1. The parts of the computer that we can touch are called Hardware. All the input, processing, output and storage devices such as keyboard, mouse, monitor, speakers, printer, scanner, DVD, pen drive, etc., are hardware parts of a computer.

2. A software is a set of instructions that tells the computer how to perform a specific task. The games you play on a computer are examples of software.

3. Application software helps us to perform a specific type of job. For example you draw and colour pictures in Tux paint software, but you cannot play a movie or a song in it.

A.

Hardware	Software
Monitor	Writer
Mouse	Linux
CPU	Tux
Scanner	GIMP
Printer	
Keyboard	

B. 1. HARDWARE   2. SYSTEM SOFTWARE   3. IMPRESS   4. LINUX

5. SCANNER

Periodic Assessment-1

(Based on chapters 1 & 2)

A. 1. input   2. Hard disk   3. accurate   4. LibreOffice Impress

   5. controls   6. Pen drive   7. faster   8. IPO

B. 1. operating system   2. CU   3. PARAM

   4. GIMP   5. Linux   6. computer   7. CPU

3. Let's Know about Linux

A. 1. b   2. a   3. a   4. b

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

C. 1. A vertical side bar in the left side of the desktop is called Launcher.

   2. Two components of Ubuntu desktop are Menu bar and Launcher. (any two)

   3. Linux is easy to learn and understand. (any one)

D. 1. To shut down your computer system, follow these steps:

   Step 1: Click on the power on the right most corner of the Status Menu.

   Step 2: Click on Power Off/Log Out option.

   Step 3: Click on Power Off option.

   2. The small pictures with names are called the icons. They represent some files or folders.

   'Ubuntu' is an icon that is useful for finding, organising and storing files in your computer.

   3. To change desktop background, follow these steps:

   Step 1: Right-click anywhere on the desktop. Click on Change Background option.

   Step 2: Click on Background option.

   Step 3: Select any picture.

Mind Boggler

1. TRASH

2. SHOW APPLICATIONS

3. DOUBLE-HEADED ARROW

4. UBUNTU

4. Introduction to LibreOffice Writer

A. 1. a   2. c   3. a   4. c

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

C. 1. LibreOffice Writer is used to: (any two)

   (i) type letters, stories, reports, etc., in a simple way.

   (ii) make changes in the text while typing and after typing also.

   2. Components of LibreOffice Writer window are Menu bar, Title bar and Edit Area. (any three)

D. 1. To create a new document, Follow these steps:

   Step 1: Click on File Menu.

   Step 2: Click on New option.

   Step 3: Click on Text Document.

   2. To save your document, follow these steps:

   Step 1: Click File menu

   Step 2: Select Save or Save As option.

   Step 3: Navigate the location and type a name for your document in the Name box.

   Step 4: Click on Save button.

   3. To close the LibreOffice Writer, follow these steps:

   Step 1: Click on File menu.

   Step 2: Select Exit LibreOffice option.

Mind Boggler

A. 1. Ctrl + N   2. Ctrl + S   3. Ctrl + O   4. Ctrl + Q

B. 2. Title bar   2. Standard Toolbar   3. Edit Area

   4. Status Bar

Periodic Assessment-2
(Based on chapters 3 & 4)

A. 1. easy   2. Launcher   3. Vertical   4. print

     5. File   6. application

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

Test Sheet-1
(Based on chapters 1 to 4)

Section A

A. 1. (ii)   2. (i)   3. (i)   4. (iii)

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

Section B

A. 1. The device that is used to send input to a computer is an **input device**.

     2. CPU   3. Title bar, status bar   4. Desktop, Laptop

B. 1. The features of Linux are:

     (i) It is easy to install, maintain and update the software.

     (ii) It is freely available to use.

     2. To create a new document, follow these steps:

     Step 1: Click on File Menu.

     Step 2: Click on New option.

     Step 3: Click on Text Document.

5. Fun with Tux Paint

Checkpoint

A. 1. a   2. a   3. b   4. b   5. b

B. 1. Foam   2. Paint   3. Colors Palette   4. Stamps

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

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

E. 1. Name of three magic tools are Smudge, Foam and Mosaic. (any three)

     2. Foam effect is used to give bubble effect in Tux Paint.

     3. Paint tool is used to draw freehand.

F. 1. Fill effect is used to fill colors in any closed shape.

2. a. Undo tool is used to reverse the effects of the last action.

b. Magic is used to add special effects to the drawing.

1. Fill tool 2. Foam effect

3. Mosaic effect 4. Smudge effect

Periodic Assessment-3
(Based on chapter 5)

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

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

C. 1. Used to reverse the last action.

2. Used to perform the previous action again.

6. Stepwise Thinking

A. 1. a 2. a 3. b

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

C. 1. The process of completing one step and going onto the other is known as Stepwise Thinking.

2. Reasoning is the process of thinking about task in a logical or sensible way. It helps you to choose a correct option in the available options.

D. 1. To organise a birthday party, the given steps will be followed:

Step 1: Make a list of family members and friends to be invited.

Step 2: Decide the time and place for the party.

Step 3: Inform family members and friends about the party place through phone calls or e-mail.

Step 4: Greet the guest with love and warmth.

Step 5: Start and enjoy the party.

2. An act of repeating an action again and again is called looping.

A.   Yes ✓

B. Do it yourself

7. Introduction to Scratch

A. 1. b   2. c   3. a   4. c

B. 1. F   2. F   3. F   3. F

C. 1. backdrop   2. stage   3. gold   4. stop   5. blocks

D. 1. Sprite is an object that we see on the Scratch stage. The "cat" is the default sprite.

2. Sensing block is used to sense events.

3. Two components of Scratch are Sprite and Stage. (any two)

E. 1. Features of Scratch are: (any three)
  (i) Easy to understand and learn.
  (ii) It has tools for creating interactive stories, games, art and more.
  (iii) Predefined blocks are snapped together to create the project.

2. Motion blocks are used to control the sprites movement.

3. To save the project, follow these steps:

Step 1: Click on the **File** menu.\

Step 2: Click on **Save** or **Save As** option.

Step 3: Choose the location to save the file and give a name. Click on **OK** button.

A. 1. Stage 2. Shrink 3. Green Flag 4. Grow 5. Scratch

8. AI-Enabled Devices

Checkpoint

A. 1. b 2. a 3. b

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

C. 1. Chatbot is an AI application used to make an online chat conversation.

2. A driver-less car uses a combination of sensors, cameras, and AI to travel between destinations without human help.

D. 1. Smartwatches can tell you about your heart beat, count your steps, etc.

2. Smartphones are portable devices which combine the functions of a mobile phone and computing devices.

Mind Boggler

1.

Smart TV

2.

Driver-less car

3.

Smartwatch

Periodic Assessment-4
(Based on chapters 6 & 7)

A.

Yes ✓

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

C. 1. Chatbot 2. Smart Phone 3. Smart Doorbell 4. Smart TV

5. Stepwise Thinking

Test Sheet-2

(Based on chapters 5 to 8)

Section A

A. 1. (ii)   2. (iii)   3. (i)   4. (ii)

B. 1. backdrop   2. Delete   3. Internet   4. Problem solving

Section B

A. 1. Sprite is an object that we see on the Scratch stage. The "cat" is the default sprite.

2. Foam effect

3. The process of completing one step and going onto the other is known as Stepwise Thinking.

4. Uniform Resource Locator

B. 1. Fill effect is used to fill colors in any closed shape

2. To organise a birthday party, the given steps will be followed:

Step 1: Make a list of family members and friends to be invited.

Step 2: Decide the time and place for the party.

Step 3: Inform family members and friends about the party place through phone calls or e-mail.

Step 4: Greet the guest with love and warmth.

Step 5: Start and enjoy the party.

3. A driverless or self-driving car uses a combination of sensors, cameras, and AI to travel between destinations without human help.