



Worksheet

Name:		
Roll No:	Class:	Section:
Date:		

GUI OPERATING SYSTEM—DESKTOP MANAGEMENT

Chapter-2

uu	I UI	ERATINU STSTEM-DESKTUP MANAUEMENT	,
Α.	Tic	k (√) the correct option.	
	1.	Which of these can be kept on the desktop to get quick access to information?	
		a. Gadget b. Icon c. Wallpaper	
	2.	Which of these helps to quickly open files or folders by double-clicking on them	า?
		a. Taskbar b. Icons c. Gadgets	
	3.	The final screen that appears after switching ON the computer is	
		a. Wallpaper b. Folders c. Desktop	
B.	Wr	ite 'T' for true and 'F' for false.	
	1.	Screen Saver does not start by itself.) 0 0 0
	2.	We can change desktop background.) 0 0 1
	3.	Windows is a Geometrical User Interface.) 0 0 1
	4.	Start button is present at the right side on the Taskbar.	> 0 0
c.	Fill	in the blanks using the hints given below:	
	Hir	ats: notification, icons, Screen saver, Taskbar	
	1.	Desktop has some shortcut	
	2.	is a moving pattern or animation on the screen.	
	3.	helps to manage the various currently active programs.	
	4.	Clock appears in the area on the taskbar.	