

ANSWER KEY

Touchpad iPRIME Ver 2.1


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. Computer works on the Input-Process-Output cycle.
2. Speed, Accuracy and Memory are the three advantages of computer.
3. The disadvantage of computer is that it 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

B. 1. 

2. 

3. 

4. 





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.



1. Office and Bank are the two places where computers are used.
2. Computer is used to perform complex calculation and even forecast the weather.
3. Education on computer is also called e-learning. Computer enhances the teaching and learning process by making education very friendly and interesting.
4. Computers provides lots of information. It helps students to find information on almost any topic.



2. BANK 3. ATM 4. SHOP



Do yourself.

3. Input and Output Devices



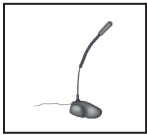
- A. 1. c. 2. b. 3. c.
B. 1. d 2. e 3. a 4. b 5. c
C. 1. F 2. T 3. F 4. T
D. 1. Mouse 2. printer 3. DVD 4. CPU 5. Scanner



Let's Do It 

- A**
1. The devices 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 the devices which can store our work.

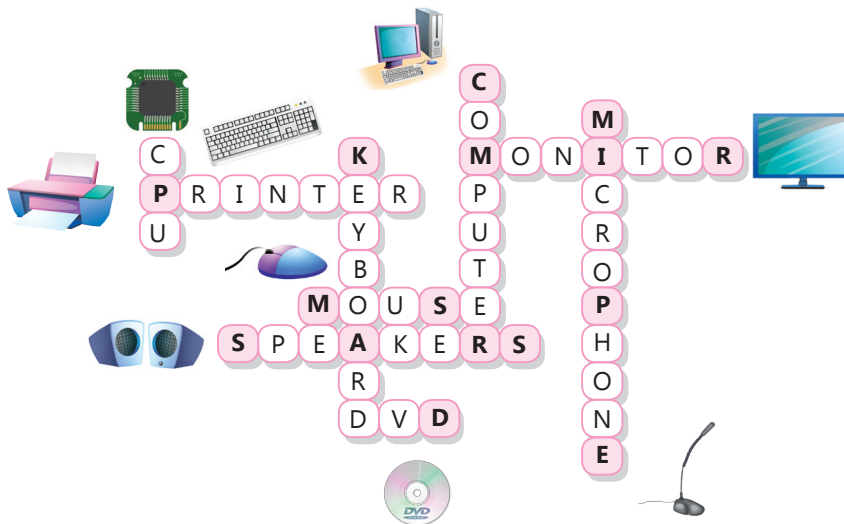
B. It is used to record voice, music and sounds.



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

Crack The Code 

A.



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

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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

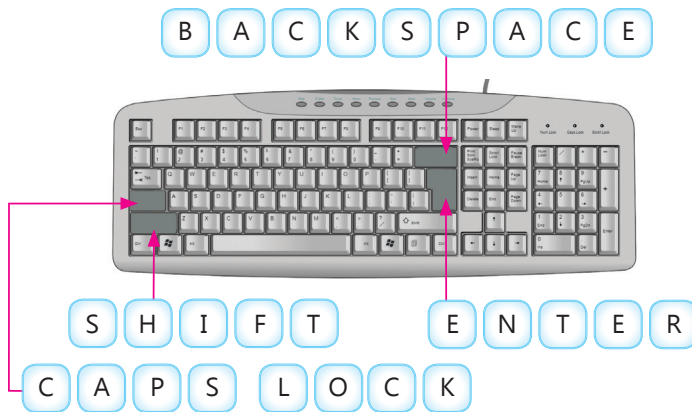
Let's Do It

1. Caps Lock key helps us to 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 sentence/ paragraph.
4. Backspace key is used to erase typed letters, number symbols and words.
5. We can type the symbols by pressing the Shift key along with the number key.

Crack The Code

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

B.



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Do yourself.



Worksheet-1

(Based on chapters 1 to 4)

- A.** 1. Banks 2. Railway Stations and Airports 3. Space Research and Science Labs
B. 1. I 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 to write capital letters.
2. Monitor gives us the output.
3. Inkjet Printer and Laser Printer are two 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. Education on computer is also called e-learning. Computer enhances the teaching and learning process by making education very friendly and interesting.

5. Computer Mouse



- 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



1. Optical Mouse has an LED sensor at its bottom that helps the pointer on the screen to move.
2. We can open the selected item by double-clicking 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 various actions of mouse.



Crack The Code

1. Opens
2. Selects

FUN in LAB

Do yourself.

6. Introduction to Paint

One Touch Learn

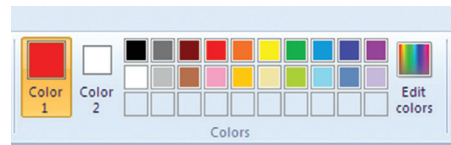
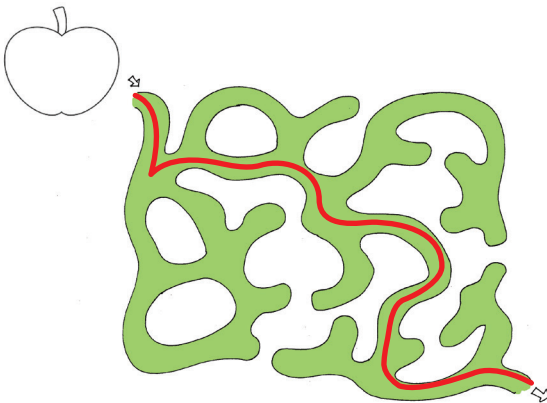
- A. 1. b. 2. a. 3. c.
- B. 1. F 2. F 3. F 4. T 5. F
- C. 1. c. 2. d. 3. b. 4. a.

Let's Do It

1. Tools group and Shapes group are the two groups of Paint.
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 is used to draw rectangle with rounded corner.

Crack The Code

A.



B.



Do yourself.

7. File Management—An Introduction



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

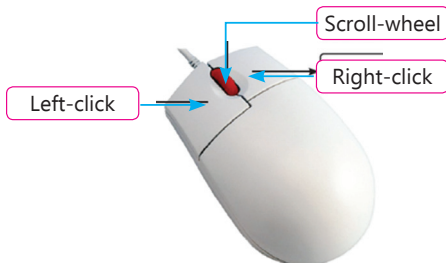


Do yourself.

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. Tools group and shapes group are the two groups of the Paint window.
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.

