Class 8

Answer Key

Touchpad iPRIME (2.2)

1. Operating System

One Touch Learn

A. 1. b. 2. a. 3. a. 4. a. 5. b. 6. d.

B. 1. CUI 2. operating system 3. characters
4. GUI 5. application software

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

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

Let's Do It

A. 1. An operating system is a system software that works as a mediator between user and computer hardware.
2. Two categories of software are: System software and application software.
3. Examples of character user interface are: DOS and windows command prompt.
4. Names of two GUI operating system are: Windows and MacOS.

B. 1. The differences between CUI and GUI are:

CUI	GUI
It provides a command prompt where users can type commands to perform specific tasks.	It provides icons, buttons, windows and menus to give commands.
A user needs to remember lots of commands.	A user need not to remember commands. He can just click on the icons, menus etc.
It uses keyboard to give commands.	It uses mouse, stylus, fingers to give commands.
Examples are DOS, Windows Command Prompt, etc.	Examples are Windows, MacOS, etc.

2. Two functions of an operating system are:
Managing Memory: An operating system manages memory space for multiple processes. It keeps track of every memory location, whether allocated to a process or free. It also

allocates memory to files and folder deallocates it when files or folders are deleted.

Managing Resources: An operating system monitors the hardware and software requirements of processes. It acts as a manager for these resources, allocating them to different programs as needed.

3. We prefer to use GUI as in this interface, a user need not to remember all the commands. GUI allows us to give commands to the computer simply by clicking with the mouse.
4. (i) **Single-user Operating System:** This type of operating system allows only one user to access the computer system at a time. The most commonly used single-user operating systems is DOS.

   (ii) **Multi-user Operating System:** In this type of operating system, multiple users can access the computer simultaneously. Examples include Linux and some versions of Windows.

C. 1. The functions of an operating system that perform similar tasks are:

   a. Assigning Tasks to the CPU b. Managing Resources c. Managing Devices

2. A Multitasking Operating System manages these programmes.

Higher Order Thinking Skills (HOTS)

1. Jhanvi is working on a Multitasking Operating System, which allows her to perform multiple tasks.

2. Teena is working on a Character User Interface (CUI), where she interacts with the computer by typing text commands.

Crack The Code

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

FUN in LAB

Do it yourself.

2. Spreadsheet—Functions and Charts

One Touch Learn

A. 1. a. 2. a. 3. c. 4. b. 5. b.
6. a. 7. d. 8. c. 9. c. 10. d.

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

C. 1. Functions 2. equal 3. square root
4. column 5. Dollar 6. Custom Sort

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

Let's Do It

A. 1. A cell reference is a cell address that can be used in a formula to denote a specific cell.

2. (i) Data Series refers to a set of related values, represented by bars, slices, or other markers in a chart.

   (ii) Legend provides a key that explains the meanings of symbols and colours used in the chart.

3. Arranging the selected data in ascending or descending order is called sorting.

4. Area Chart are the chart which emphasise the area between the line and the axis with the help of the colours, textures, pictures, etc.

B. 1. LEN function returns the length of the text string. Example:

   Input: =LEN("Touch")

   Output: 5

2. Rules to enter Functions are:

   (i) All Excel functions must begin with = sign

   (ii) Function name must be a valid name.

   (iii) Function must be followed by opening and closing parenthesis.

3. Column Chart is usually used to display the data in the form of vertical bars. It is used to show the changes in data over a period of time or comparison among the different data items.

Whereas, Scatter charts show the correlations between the two sets of values. The x and y axis is used to represent the data plots on the chart.

C. 1. The SUM function will assist in calculating the total amount raised.

2. Column Charts or Bar Charts will help you visualise and compare the performance of each team more clearly.

Higher Order Thinking Skills (HOTS)

a. She typed: C2 * D2, this is incorrect in Excel because it lacks the equal sign.

Correct input: =C2*D2

b. Follow these steps to select a range by using the mouse:

Step 1 Click on the first cell where you want to start the range.

Step 2 Press and hold the left mouse button, then drag the mouse diagonally to select the desired range.

Step 3 Release the mouse button on the cell where you want the range to end.

c. Step 1 Click on cell E2.

Step 2 Move your mouse to the bottom-right corner of E2 until you see a small "+" (fill handle).

Step 3 Click and drag down to E7.

This copies the formula to calculate amount for all rows.

d. She is calculating the total amount spent on all items combined.

e. Use the function: =MAX(E2:E7)

f. Follow the steps to create a Pie Chart showing amount spent per item:

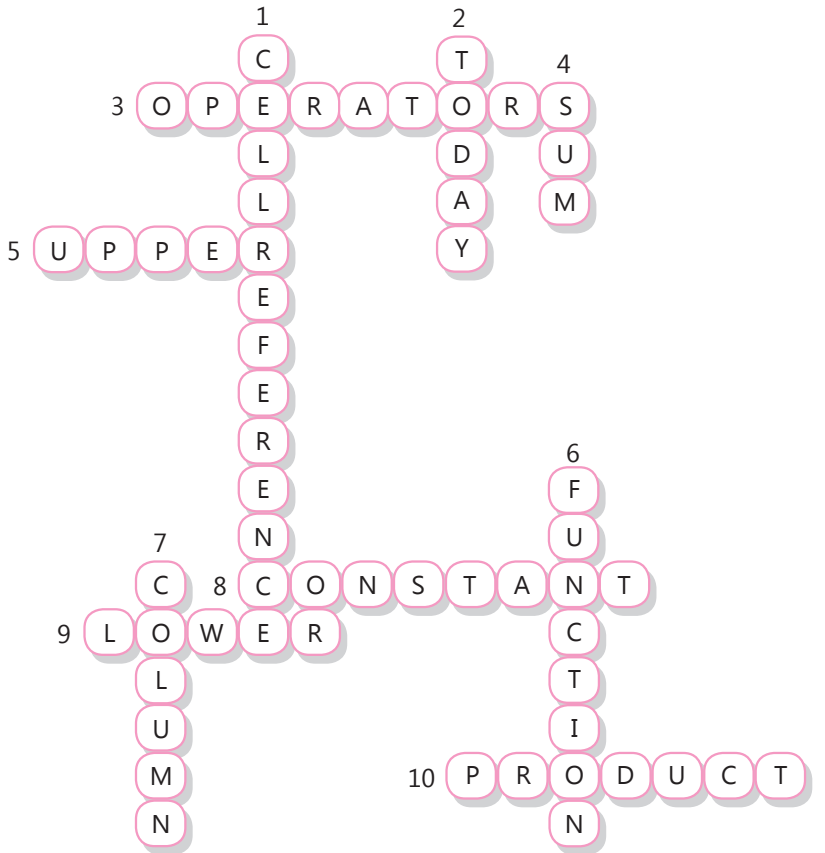
Step 1 Select the range B1:B7 (Item) and E1:E7 (Amount).

Step 2 Go to the Insert tab on the ribbon.

Step 3 Click on Pie Chart in the Charts group.

Step 4 Choose a style (e.g., 2-D Pie).

Crack The Code



FUN in LAB

Do it yourself.

3. Algorithm and Flowcharts

One Touch Learn

A. 1. b. 2. c. 3. c.

B. 1. F 2. T 3. F

C. 1. Algorithm 2. Flow lines, arrows 3. standard

Let's Do It

A. 1. Algorithm is a set of steps in a sequential manner to solve a problem or to complete a task.

2. Flowchart is a graphical representation of the sequence of operations in an information system or program.

B. 1. Process symbol shows a process or action step whereas input/output box represents material or information entering or leaving the system.

2. Two characteristic of a good algorithm are:

(i) Precision: Each step is precisely defined.

(ii) Finiteness: It stops after a finite number of instructions are executed.

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

D. 1. Algorithm: Making a Smoothie

Step 1 Start

Step 2 Wash your hands and clean the working area.

Step 3 Gather all the ingredients (e.g., banana, strawberries, milk, yoghurt, honey).

Step 4 Wash the fruits thoroughly under clean water.

Step 5 Peel and cut the fruits into small pieces.

Step 6 Add the fruits into the blender.

Step 7 Add milk and yoghurt into the blender.

Step 8 Add 1–2 spoons of honey (optional).

Step 9 Close the blender lid tightly.

Step 10 Blend the ingredients for 1–2 minutes until smooth.

Step 11 Pour the smoothie into a glass.

Step 12 Serve and enjoy!

Step 13 Stop

2. Do it yourself.

Higher Order Thinking Skills (HOTS)

1. Correct Sequence:

a. Start

b. Take a pan with water

c. Turn on the gas burner

d. Put pan on the burner

e. Put Maggi and masala in the pan

f. Give two minutes to boil

g. Take off the pan and serve Maggi in a bowl

h. Stop

2. When a flowchart becomes too long to fit on one page, we use connectors to continue the flowchart on the next page.

Crack The Code

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

FUN in LAB

Do it yourself.

4. Program Coding

One Touch Learn

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

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

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

D. 1. High-level 2. Output 3. Operators 4. Identifier 5. Primitive

Let's Do It

A. 1. Java is an object-oriented and high-level programming language.

2. Assignment operator is used to assign values to operands.
3. Arithmetic operators are used to do basic mathematical calculations.
4. Data Abstraction is the principle of representing only the essential features of an object while hiding non-essential details from the user.

B. 1. Four Features of Java are as follows:

(i) **Simple:** Java has relatively simple structure and clearly defined syntax.

(ii) **Case sensitive:** Java is a case sensitive language.

(iii) **Object-Oriented:** Java supports object-oriented programming concepts of classes and objects.

(iv) **Platform Independent:** A Java can run on any platform without making changes to it, which means that the same program will run on windows, Linux, Macintosh, etc.

2. Logical operators are used to combine multiple conditions and evaluate them. They return a Boolean value 'true' or 'false' as a result.

   &&(AND) and ||(OR) are 2 types of logical operators.

3. Unary operators are special operators which require only one operand or value to perform operations. Increment and decrement are the examples of unary operators.

C. 1. 14.44
2. GST to be paid:10.0
   Total invoice value:210.0
3. Value of a is:20
   Value of b is:10
4. Kittu Sharma
5. 20
6. false
   true
7. 12
   13

D. 1.
```
public class program{
public static void main(String[] args){
int a = 10;
int b = 20;
int c = a + b;
System.out.println("The value of c is: "+c);
}
}
```
2.
```
public class assignment{
public static void main(String[] args){
int a =10;
```

```
System.out.println(a);
}
}
```

3.
```
public class D3{
public static void main(String[] args){
int a = 5;
String name = "Chirag";
System.out.println(a + name);
}
}
```

4.
```
public class D4 {
    public static void main(String[] args) {
        System.out.println("Welcome");
    }
}
```

E. 1. To build a flexible and user-friendly Java application that handles multiple users and can be easily updated, the Object-Oriented Programming (OOP) features of Java are most helpful. These include:

i. Encapsulation

ii. Inheritance

iii. Polymorphism

iv. Abstraction

2. z = z + 2;

// or simply:

z += 2;

Higher Order Thinking Skills (HOTS)

1.
```
public class fullName {
    public static void main(String[] args) {
        String firstName = "Sonia";
        String lastName = "Mittal";
        System.out.println(firstName + " " + lastName);
    }
}
```

2. Valid Variable Names: Computer$, System

Crack The Code

1. Java
2. Equality operator
3. Variable
4. Keyword
5. char
6. Comments
7. System.out.println

FUN in LAB

Do it yourself.

Worksheet–1

(Based on chapters 1 to 4)

A.

1. Linux — Windows
2. Max — Min
3. Line chart — Column Chart
4. int — while

B.

1. Character User Interface
2. Graphical User Interface
3. Write Once Run Anywhere
4. Integrated Development Environment

C.

1. An object can be defined as a real-word entity such as telephone, mouse , or bag.
2. A class can be defined as a user defined blueprint or prototype that is used to create objects.
3. Java is an object-oriented and high-level programming language.
4. An algorithm is a set of steps arranged in a sequential manner to solve a problem or to complete a task.
5. A cell reference is an address used in a formula to denote a specific cell.
6. A Graphical User Interface is a type of interface that uses icons, buttons, pull-down menus, and windows to interact with the computer.

D.

1. User Interface
2. Single-user Operating System
3. Cell range
4. SQRT(number)

5. LEFT(text, num_chars)
6. Identifier
7. Keyword

E. 1. (Start/Stop)
2. Decision
3. Process

Test Sheet–1

(Based on chapters 1 to 4)

Section A

A. 1. d. 2. b. 3. c. 4. b.
5. c. 6. c. 7. b.

B. 1. GUI 2. Application software 3. Square root
4. standard 5. Output

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

Section B

A. 1. An operating system is a system software that works as a mediator between user and computer hardware.

2. a. A data series refers to a set of related values, represented by bars, slices, or other markers in a chart.

   b. The legend provides a key that explains the meanings of symbols and colours used in the chart.

3. A flowchart is a type of graphical diagram that represents an algorithm.
4. Assignment operators are used to assign values to operands.

B. 1. We prefer to use GUI as in this interface, a user need not to remember all the commands. GUI allows us to give commands to the computer simply by clicking with the mouse.

2. It returns the length of the text string. Example:

   Input: =LEN("Touch")

   Output: 5

3. Two characteristic of a good algorithm are:

   (i) Precision: Each step is precisely defined.

   (ii) Finiteness: It stops after a finite number of instructions are executed.

4. (i) Start.

   (ii) Read F.

(iii) C=(5(F-32))/9.

(iv) Print C.

(v) Stop.

5. Logical operators are used to combine multiple conditions and evaluate them. They return a Boolean value 'true' or 'false' as a result.

   &&(AND) and ||(OR) are 2 types of logical operators.

6. public class A{

   public static void main(float P,float r,float t)

   {

   double SI=0;

   SI=(P*r*t)/100;

   System.out.println(SI);

   }

   }

7. 14.444

5. Conditional Looping and Jumping Statements in Java

One Touch Learn

A. 1. d. 2. a. 3. a. 4. c. 5. b. 6. c.

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

C. 1. Do-while 2. While 3. Case 4. Break 5. Conditional

Let's Do It

A. 1. Looping statements are the control flow statements allow us to repeatedly execute a set of statements for a given number of times.

2. The if statement is the most basic conditional statement in Java that allows us to test a condition before executing a block of statements.

3. The default keyword is used to specify some code to be executed if there is no matched case found.

4. The errors that occurred due to violating the rules of Java programming language are called syntax errors.

B. 1. The for loop in Java helps to repeat a set of statements a definite number of times.

The syntax of the for loop is:

```
for (initialisation; conditional expression; increment/decrement)
{
[statements]
}
```

2. The break statement forcefully terminates the loop or switch execution within which it lies. It skips rest of the statements next to the break keyword in the loop and jumps over to the statement following the loop.

   Whereas, the continue statement forces the next iteration of the loop to take place and skips the current iteration.

3. Sometimes, it is necessary to transfer control out of the loop body before all iterations are completed. For this purpose, jump statements are used in Java. Java offers two jump statements— break and continue—which are used within the loops.

4. The errors that occur due to violation of rules of Java programming language are called syntax errors. These are the most commonly occurring errors while developing programs in Java. Syntax errors are also known as compile time errors. Programs containing syntax errors do not compile.

   On other hand, a logical error is a type of error due to which a program compiles and executes successfully, but gives an unexpected or incorrect result. It is very difficult to find this type of errors in the program. The compiler will not be able to find logical errors. We need to read our programs deeply to find logical errors. Logical errors are also called Semantic Errors.

C. 1. Square of 1 is: 1
Square of 2 is: 4
Square of 3 is: 9
Square of 4 is: 16
Square of 5 is: 25
Square of 6 is: 36
Square of 7 is: 49
Square of 8 is: 64
Square of 9 is: 81
Square of 10 is: 100

2. Hello World
Hello World
Hello World
Hello World
Hello World

3. 5
   4
   3
   2
   1
4. number is even
5. 4321

D. 1.
```
public static void main(String args[])
{
    System.out.println("Table of 8”);
    int a = 8, res;
    int i;
    for (i = 1; i <= 10; i++) {
        res = a * i;
        System.out.println(res);
    }
}
```

2.
```
public static void main(String args[])
{
int i;
for (i = 1; i <= 5; i++) {
System.out.println("The value of i is: " + i);
}
}
```

3.
```
public class modulus {
public static void main(String args[])
{
    int x = 20, y = 45;
    int mod = y % x;
    System.out.println("Modulus is " + mod);
}
}
```

4.
```
public static void main(String args[])
{
    String s = "Touchpad”;
    String s1 = "Orange”;
    System.out.println(s + s1);
}
```

E.

1. Dilip can use the if...else conditional statement to check if the age is 18 or above to determine voting eligibility.
2. Naveen can use a looping statement like a for loop to repeat the display of his name 20 times.

Higher Order Thinking Skills (HOTS)

1.
```
import java.util.Scanner;
public class Weekday {
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        System.out.print("Enter a number between 1 and 7: ");
        int day = sc.nextInt();
        switch (day) {
            case 1: System.out.println("Sunday"); break;
            case 2: System.out.println("Monday"); break;
            case 3: System.out.println("Tuesday"); break;
            case 4: System.out.println("Wednesday"); break;
            case 5: System.out.println("Thursday"); break;
            case 6: System.out.println("Friday"); break;
            case 7: System.out.println("Saturday"); break;
            default: System.out.println("Invalid input! Please enter
            a number between 1 and 7.");
        }
        sc.close();
    }
}
```

2.
```
public class Fun {
    public static void main(String[] args) {
        int i = 1;
        int n = 5;
        while (i <= n) {
```

```
                System.out.println("Java is fun");
                i++;
            }
        }
    }
```

Crack The Code

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

FUN in LAB

Do it yourself.

6. App Development

One Touch Learn

A.	1.	d.	2.	a.	3.	a.	4.	a.	5.	b.
B.	1.	F	2.	T	3.	F	4.	T	5.	F
C.	1.	Hybrid	2.	Mobile	3.	Android	4.	Gaming	5.	Install

Let's Do It

A. 1. An app is a software program primarily developed for hand-held smart devices such as mobiles and tablets.

2. A Web app is an application program that is stored on a remote server and accessed over the Internet through a Web browser interface.
3. Native apps are platform dependent which means that these apps are primarily developed for a specific platform.
4. E-commerce apps allow us to buy or sell products while sitting anywhere in the world.
5. Communication apps allow us to communicate with each other by sending and receiving messages, information, and opinion in the form of texts, videos, and audios.

B. 1. The types of apps are given the following:

(i) **Entertainment Apps:** Entertainment apps are developed to entertain people. These apps allow users to watch videos, post photos, search upcoming events, etc.

The most commonly used entertainment apps are Netflix, My Talking Tom and YouTube.

(ii) **Utility Apps:** Utility apps allow us to do our daily tasks such as booking a cab, booking a railway ticket, booking an appointment with a doctor, sharing files, and performing calculations. These apps make our work easy.

The most commonly used utility apps are Files by Google, Calculator and Flashlight.

(iii) **Educational Apps:** Educational apps provide a platform for children to learn from anywhere and anytime. The most commonly used educational apps are Khan Academy, Vedantu and Learn English Grammar.

2. Two categories of mobile apps are:

(i) **Native Apps:** Native apps are platform-dependent which means that these apps are primarily developed for a specific platform. For example, any app which is developed for iOS will not run on any other platform such as Android, Windows, and BlackBerry.

(ii) **Web Apps:** Web apps on mobiles are applications that are accessed through a mobile device's Web browser rather than being downloaded and installed from an app store.

3. Web apps are different from websites. The major difference is that a web app can be a small part of a website which provides a particular functionality. On the other hand, a website can contain many web apps.
4. Educational apps provide a platform for children to learn from anywhere and anytime.

The most commonly used educational apps are Khan Academy, Vedantu and Learn English Grammar.

C. 1. Candy Crush is a mobile game designed for entertainment. Since it is used for playing games, it is categorised as a gaming application.
2. To listen to audio recordings, applications like VLC Media Player or Google Play Music can be used.

Higher Order Thinking Skills (HOTS)

1. For booking movie tickets online, applications like BookMyShow or Paytm are commonly used.
2. Manya can use Social networking apps.

Crack The Code

1. Mobile Apps
2. Google Play Store
3. iOS
4. Web Apps
5. Apple's App store

FUN in LAB

Do it yourself.

7. Computer Networking

One Touch Learn

A. 1. a. 2. c. 3. b. 4. b. 5. a. 6. a. 7. d. 8. d. 9. a.

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

C. 1. Protocol 2. SMTP 3. Router 4. Mesh 5. NIC

D. Ring Topology Tree Topology Bus Topology Star Topology

Let's Do It

A.

1. Protocol is a set of rules that governs the communication between the computers on a network.
2. The components needed for a network are Network Interface Card, networking cable, hub router, modem and gateway.
3. A server is also called a host computer. It controls the access to the hardware and software on the network.
   Client is a computer that depends on the server for all its resources. Every client on the network can access the Excel program from the server.
4. Topology refers to the geometric arrangement of computers or nodes in a network.
5. A gateway is a network device that allows to data to flow between two different networks which may use different protocols.

B. 1. A computer network is a group of interconnected computer systems and other computing devices.

The advantages of computer network are:

(i) The information can be easily shared by people.

(ii) It reduces the cost of hardware.

(iii) Stores information in one central location.

(iv) Installation cost is reduced.

(v) Data is secured through user authentication process.

2. LAN is a digital communication system that interconnects a large number of computers and other peripheral devices within a radius of less than 1 km. This type of network is usually preferred for a smaller area such as a residence, school, laboratory, university campus or office building.

Whereas, MAN (Metropolitan Area Network) network consists of two or more local area networks or campus area networks together that usually span several buildings in the same city or town.

3. A single digital page on the World Wide Web (WWW) that contains information and links of other pages is called a web page. Web pages are created by using the Hyper Text Markup Language (HTML). A website is a collection of web pages which are interlinked to each other. A website may contains thousands of web pages.

4. A sender is a computer that wants to send information to another computer connected to the network. On the other hand, A receiver is a computer that is waiting for the data from another computer on the network.

5. An Internet Protocol (IP) address is an unique identification number assigned to a computer connected to a network. It has two main functions: host or network interface identification and location addressing. IP addresses are written and displayed in human-readable notations, such as 172.16.254.1.

C. 1. Ring Topology

2. Network Server

Higher Order Thinking Skills (HOTS)

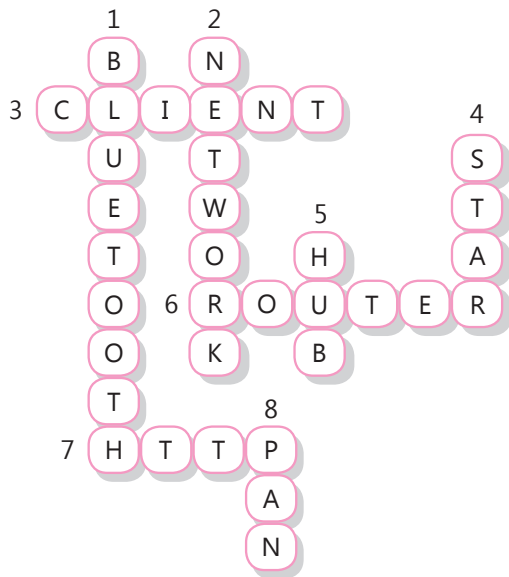
1.

Acronym	**Full Form**
Wi-Fi	Wireless Fidelity
PAN	Personal Area Network
CAN	Campus Area Network
TCP/IP	Transmission Control Protocol / Internet Protocol
SMTP	Simple Mail Transfer Protocol

IMAP	Internet Message Access Protocol
POP3	Post Office Protocol version 3

2. Personal Area Network (PAN)

Crack The Code



FUN in LAB

Do it yourself.

8. Cloud Computing

One Touch Learn

A. 1. a. 2. c. 3. d. 4. a. 5. a. 6. a.

B. 1. Cloud computing 2. OneDrive 3. Cloud
4. Shared with me 5. Two

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

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

Let's Do It

A.

1. Cloud computing is an Internet-based service that helps users to get shared resources, software, and information over a network on demand.
2. DropBox is a cloud storage service provider. The basic users of Dropbox are given 2 gigabytes of storage space. Whereas, if somebody has premium subscription then they are given 1 TB of storage space.
3. The name of cloud storage service that is provided by Apple is iCloud.
4. (i) **Speed:** Cloud computing provides data services on demand and the resources can be accessed within few seconds through Internet.

   (ii) **Cost:** Cloud computing is cost effective as the user is not required to spend money on buying hardware, software and resources.
5. The drawback of cloud computing is, cloud computing needs an Internet connection. Without an Internet connection or network failure, you cannot reap the benefits of cloud computing.

B.

1. Advantages of Cloud Computing are:

   (i) **Sharing of Information Globally:** Cloud computing enables users to access information from anywhere at anytime whenever they need it.

   (ii) **Productivity:** Cloud computing helps to increase productivity as there is no need to set up any hardware or software. So, the work is reduced and productivity is increased.

   Disadvantages of Cloud Computing are:

   (i) Cloud computing needs an internet connection always. Without internet connection or network failure, we cannot reap the benefits of cloud computing.

   (ii) We cannot solve technical faults at our end as we have to depend upon the third party for technical solutions.
2. To upload files on the OneDrive, follow the given steps:

   Step 1 Go to Home page of your OneDrive and click on the Add New button. A drop-down menu will appear.

   Step 2 Select the Files Uploads option. The Open dialog box will appear.

   Step 3 Select the file you want to upload.

   Step 4 Click on the Open button.
3. Cloud Storage is an online storage space where users can save their documents and can access them through multiple devices.

   Two service provider of cloud storage are DropBox and ZipCloud.

   (i) **DropBox:** The basic users of Dropbox are given 2 gigabytes of storage space. Whereas, if somebody has premium subscription then they are given 1 TB of storage space.

(ii) **ZipCloud:** It is a cloud storage for documents, music, photos and videos. It offers 1 GB of free storage to users. Users can take 75GB, 250 GB, 1TB storage through paid plans.

C. 1. Sangeeta can use cloud storage services like OneDrive, Google Drive, or Dropbox to store her presentation.

2. Sumit is trying to access OneDrive, which is a service provided by Microsoft. Since he is using a Yahoo account, he won't see the OneDrive option.

Higher Order Thinking Skills (HOTS)

1. Mohit is not right in thinking that a phone is necessary. Cloud computing can be easily accessed and used from a desktop computer as well. System Requirements:

   i. A working internet connection

   ii. A modern web browser (like Google Chrome or Microsoft Edge)

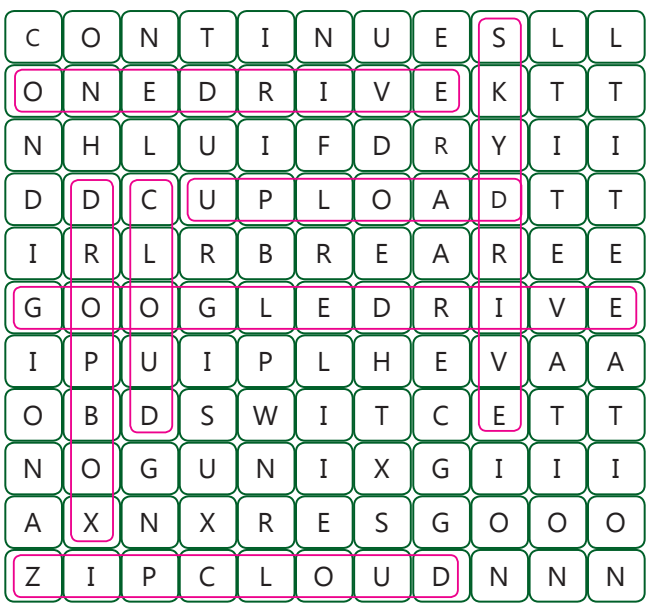
   iii. A Microsoft account (for OneDrive) or a Google account (for Google Drive)

   iv. Basic hardware like keyboard, mouse, and monitor

   So, Mohit can explore cloud computing using his existing desktop setup without needing a phone.

2. Abid can safely continue using OneDrive. It is a secure and reliable cloud storage service provided by Microsoft.

Crack The Code



FUN in LAB

Do it yourself.

Worksheet–2

(Based on chapters 5 to 8)

A.

1. The if statement is the most basic conditional statement in Java that allows us to test a condition before executing a block of statements.
2. The for loop in Java helps to repeat a set of statements a definite number of times.
3. The break statement forcefully terminates the loop or switch execution within which it lies.
4. Android is an operating system for mobile devices developed by Google.
5. A computer network is a group of interconnected computer systems and other computing devices.
6. Cloud computing is an Internet-based service that helps users to get shared resources, software, and information over a network on demand.

B.

1.	Continue Statement	2.	Error
3.	App	4.	iOS
5.	Bandwidth	6.	Website
7.	Modem	8.	OneDrive

C.

1.	Syntax errors	Runtime errors
2.	Khan Academy	Vedantu
3.	LAN	WAN
4.	POP3	HTTP

D.

1. File Transfer Protocol
2. Hyper Text Transfer Protocol
3. Network Interface Card
4. iPhone Operating System

E.

```
public static void main(String args[])
{
int i;
for (i = 1; i <= 5; i++) {
System.out.println("The value of i is: "+i);
}
}
```

Test Sheet–2

(Based on chapters 5 to 8)

Section A

A. 1. c. 2. d. 3. a. 4. a. 5. c. 6. a.

B. 1. do-while 2. gaming 3. mesh 4. OneDrive

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

Section B

A. 1. The if statement is the most basic conditional statement in Java that allows us to test a condition before executing a block of statements.

2. Native apps are platform dependent which means that these apps are primarily developed for a specific platform.

3. Protocol is a set of rules that governs the communication between the computers on a network.

4. ISP stands for Internet Service Provider.

5. Cloud computing is an Internet-based service that helps users to get shared resources, software, and information over a network on demand.

B. 1. The break statement forcefully terminates the loop or switch execution within which it lies. It skips rest of the statements next to the break keyword in the loop and jumps over to the statement following the loop.

Whereas, the continue statement forces the next iteration of the loop to take place and skips the current iteration.

2. Web apps are different from websites. The major difference is that a web app can be a small part of a website which provides a particular functionality. On the other hand, a website can contain many web apps.

3. An Internet Protocol (IP) address is a unique identification number assigned to a computer connected to a network. It has two main functions: host or network interface identification and location addressing. IP addresses are written and displayed in human-readable notations, such as 172.16.254.1.

4. Advantages of Cloud Computing are:

(i) **Sharing of Information Globally:** Cloud computing enables users to access information from anywhere at anytime whenever they need it.

(ii) **Productivity:** Cloud computing helps to increase productivity as there is no need to set up any hardware or software. So, the work is reduced and productivity is increased.

Disadvantages of Cloud Computing are:

(i) Cloud computing needs an internet connection always. Without Internet connection or network failure we cannot reap the benefits of cloud computing.

(ii) We cannot solve technical faults at our end as we have to depend upon the third party for technical solutions.

5. Square of 1 is: 1
   Square of 2 is: 4
   Square of 3 is: 9
   Square of 4 is: 16
   Square of 5 is: 25
   Square of 6 is: 36
   Square of 7 is: 49
   Square of 8 is: 64
   Square of 9 is: 81
   Square of 10 is: 100

6.
```
public static void main(String []args)
    {
       int reverse=0;
       int num=1234;
       while(num!=0)
       {
           reverse=reverse*10;
           reverse=reverse+num%10;
           num=num/10;
       }
       System.out.println(reverse);
    }
```