



Nar	ne:				
Roll	No:				DIGICODE AI
Clas	ss:	Section:	Date:		Ver. 2.1 ♦
MO	RE	ON WINDOWS 10			Chapter-1
A.	La	bel the components of the	e taskbar.		CLASS
		₹ P Type here to search	O # 💽	🗯 🛍 🕿 🐠 📧	へ 信 🔩 11:28 AM 8/6/2020
В.	Tic	ck (✓) the correct option.			
	1.	Which of these helps to q	uickly open	files or folders by do	uble-clicking them?
		a. Taskbar		b. Icons	
		c. Gadgets		d. Clock	
	2.	Which of these helps to m	nanage the	various currently acti	ve programs?
		a. Screen saver		b. Gadget	
		c. Taskbar		d. Icons	
	3.	You can change the posit	ion of the	······••••••••••••••••••••••••••••••••	
		a. clock		b. taskbar	
		c. start button		d. quick launch	bar
c.	Wı	rite `T' for true and `F' for f	false.		
	1.	Date and time is available	on the righ	nt side of the taskbar.	
	2.	The default wallpaper is t	he Windows	s screen.	
	3.	The application software Windows 10.	programs a	re called wallpapers i	n
	4.	You can delete the `Comp	outer' icon b	y double-clicking on	it



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Chapter-1

MORE ON WINDOWS 10

A. Match the following:

- Windows 1.
- 2. Start button
- This PC 3.
- 4. Clock

Guess who am I?

- I represents all the drives, folders and files on computer.
- I automatically pick an accent colour from the background. 2.
- I am the most commonly used operating system.
- I am present at the right side of the taskbar.

Answer the following questions:

- What is the use of left pane of Start menu?
- 2. What is icon?
- What is Quick launch bar? 3.







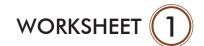












Nan	ne:					
Roll	No:			DIGICO	DE AI	
Clas	ss:	Section:	Date:		Ver. 2.1 🔊	
GR	API	IICS IN WORD		С	hapter-2	s 4
A.	Tic	k (√) the correct option	•			CLASS
	1.	Which command is used	d to insert syı	mbols?		
		a. Symbol		b. Picture		
		c. Font		d. None of these		
	2.	Under which group, Pict	tures comma	and is present?		
		a. ClipArt		b. Illustrations		
		c. Text		d. Font		
	3.	Shapes command is use	ed to insert	······••••••••••••••••••••••••••••••••		
		a. Styles		b. Symbols		
		c. Shapes		d. Pictures		
В.	Fill	in the blanks using the	hints given	below:		
	Hir	nts: format, insert, shapes	s, symbols			
	1.	Bevel adds thickness an	d rounded e	dges to		
	2.	To draw a shape in Word	d, click on the	e tab.		
	3.	are punct keyboard.	uations or sp	pecial characters generally not fou	ınd on the	<u>.</u>
	4.	Shape Fill command is p	present in the	e tab.		• • •
C.	Wr	ite 'T' for true and 'F' for	false.			• • •
	1.	Text can also be added i	n a shape in	Word 2016.		
	2.	The two basic types of g	raphics are c	drawing objects and pictures.		
	3.	Word does not provide	shape effects	S.		• • •
	4.	We can change the colo	ur of a shape	<u>2</u> .	•••••	·
		Grade: 📈 📈		Teacher's Signature:		• • •





Nan	ne:	
Roll	No:	DIGICODE AI
Clas	ss: Section: Date	
GR	APHICS IN WORD	Chapter-2
A.	Write the name of the command	to insert the following:
	1. Rectangle shape	
	2. Decorative text	
	3. Saved picture	
	4. Special characters	
B.	Match the following:	
	1. 4	a. Shapes
	2.	b. Shape Fill
	3.	c. Pictures
	4.	d. WordArt
C.	Number the given steps in the co	rrect order to give a 3-D Rotation to a shape.
	Select the desired rotation eff	ect.
	Click on Shape Effects comma	nd.
	Click on the Format tab.	
	Place the mouse over 3-D Rot	ation option from the menu.



Select the shape.















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Roll	No:				DIGICO	IA EGO
Cla	ss:	Section:	Date:			Ver. 2.1 🔊
TA	BLE	S IN WORD				Chapter-3
A.	Tic	k (\checkmark) the correct option.				
	1.	Tables group is present in	the which tab	?		
		a. Insert		b.	Symbols	
		c. Layout		d.	All of the above	
	2.	Splitting refers to	two o	r mo	ore cells.	
		a. combining		b.	dividing	
		c. deleting		d.	resizing	
	3.	Which tab in Word contain	ns the option t	o in	sert a table?	
		a. Home		b.	Insert	
		c. Design		d.	View	
	4.	Which of the following op	tions allows yo	ou t	o change the size of a tab	ole in Word?
		a. Merging Cells		b.	Table Styles	
		c. Table Resize Handle		d.	Inserting Rows	
В.	Wr	ite 'T' for true and 'F' for fa	lse.			
	1.	Press Shift + Del keys to m	ove the select	ted	rows/columns.	
	2.	Move Table Handle is used	l to move a tal	ble '	to another location.	
	3.	Aligning refers to combini	ng of two or n	nore	e cell into two or more ce	lls
	4.	We cannot apply the bord	er to a cell in a	a tal	ole.	•
C.	Fill	in the blanks.				
	1.	A can be use				•
	2. 3.	The commar				
	3. 4.	a table mean With feature,				バ に . ・
			,			<u>·</u>

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Roll	No:			DIGIC	IA EGO
Cla	ss:	Section:	Date:		Ver. 2.1 ▶
TA	BLE	5 IN WORD			Chapter-3
A.	Wh	at are these icons used f	or in Word 2016?		
	1.	<u> </u>			
	2.	#			
	3.	X			
	4.				
	5.				
B.	Rea	d the given clues and ar	nswer the following:		
	1.	It is horizontal arrangeme	ent of cells in a table.		
	2.	It is an arrangement of te	ext in the form of columns ar	nd rows.	
	3.	It refers to combining of	two or more cells into one c	ell.	
	4.	It enhances the look and	feel of the table.		
c.	Nu	mber the steps to delete	a column from a table.		
		Click on the Layout tab.			
		Select the column whic	h you want to delete.		
		From the drop-down lis	st, choose Delete Columns o	ption.	
		Click on the Delete com	nmand.		





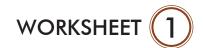












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Clas	ss:	Section:	Date:				Ver. 2.1 🔊	
IN ⁻	ΓRO	DUCTION TO POWERPO	DINT 2016				Chapter-4	
A.	Tic	k (\checkmark) the correct option.						
	1.	How many inbuilt slide la	youts Power	Point	2016 include	es?		
		a. Four		b.	Seven			
		c. Eight		d.	Nine			
	2.	Which of these is a defau	It view where	e you	can create ar	nd edit slides	5?	
		a. Normal View		b.	Outline Vie	W		
		c. Slide Sorter View		d.	Reading Vie	ew		
	3.	Which of these is a preser	ntation maki	ng so				
		a. PowerPoint		b.	Paint			
		c. Word		d.	All of these			
В.	Wr	ite 'T' for true and 'F' for f	alse.					
	1.	PowerPoint is a software		ıting _l	oresentations	5.		,
	2.	PowerPoint is opened wit	th a blank pro	esent	ation.			٥
	3.	A placeholder is a page ir	n a presentat	ion.)
	4.	Slide Show view is the ful	l screen view	of p	resentation.)
C.	Fil	in the blanks using the h	ints given b	elow	/:			
	Hi	nts: Slide pane, Presentatio	n, Slide, Stat	us ba	r, Title bar			
	1.	is used to cre	eate a presen	tatio	n in PowerPoi	int.		
	2.	Theis located of the presentation.	d at the top o	f the I	PowerPoint w	indow and s	hows the title	1
	3.	Theis a colle	ction of slide	es tha	t make up a p	resentation	•	
	4.	The displays	the slides as	thum	nbnails.			
	5.	the slide number and des		ut the	e current slide	e or presenta	ation, such as	





Nan	ne: _					
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Clas	s:	Section:	Date:		Ver. 2.1 🔊	
INT	RO	DUCTION TO POW	ERPOINT 2016		Chapter-4	ss 4
A.	Nu	mber the steps to sa	ve a presentation in	correct order.		CLASS
		Click on Save. Powon the title bar.	erPoint saves the prese	entation and the nev	w file name appear	S
		Click on Browse an	nd select the desired lo	ocation.		
		Click on File tab. Ba	ackstage view will app	ear.		
		Click on the File na	ame text box and type	a name for the file.		
		Click on the Save of	or Save As button.			
B.	Wr	ite 'T' for true and 'F'	for false.			
	1.	You cannot create co	ustom layouts.			• •
	2.	To delete multiple p Ctrl key.	laceholders at the sam	ne time, hold down		
	3.	A slide is not a page	in a presentation.			• •
	4.	Outline View allows	you to edit slides.		***************************************	• •
C.	Gu	ess who am I?				
	1.	I am a tab which hav	ve commands such as I	Print, Save, Open.		• •
	2.	I am the first slide by	y default.			• •
	3.	I enables you to cho	ose a layout for a slide	·•		•••
D.	Ex	olain the following to	erms:			• • •
	1.	Ribbon-				• • • •
	2.	File Tab-				
	3.	Slide-				• • • •
	1	Status har				• • •







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Roll	No:					DIGI	CODE AI
Cla	ss:	Section:	Date:				Ver. 2.1 ▶
MC	IRE	ON INTERNET					Chapter-5
A.	Ticl	k (√) the correct opt	ion.				
	1.	Which of the thing	is not required for	r having	g an	Internet connec	tion?
		a. Computer Syste	em		b.	Modem	
		c. Photographs			d.	ISP	
	2.	What is the process	of copying the da	ata fror	n cli	ent to host comp	outer called?
		a. Downloading			b.	Uploading	
		c. Chatting			d.	Shopping	
	3.	Which of the follow	ving is not an ISP?				
		a. MTNL			b.	BSNL	
		c. Airtel			d.	YouTube	
В.	Ide	ntify the following s	social networking	g webs	ites	and write their	names.
		\mathbb{V}					
	1.		2		• •	3	• • • • • • • • • • • • • • • • • • • •
C.	Fill	in the blanks using	the hints given b	elow:			
	Hin	its: Telephone, Faceb	ook, E-mail				:
	1.		. was founded by	Mark Z	uck	erberg in 2004.	
	2.	Modem transfers o	ligital information	over		li	nes.
	3.		. is sent and deli	vered i	mm	ediately if you a	re connected to :
		the Internet.					•

Grade:

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Teacher's Signature:



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Cla	ss:	Section:	Date:	Ver. 2.1 🔊
MC)RE	ON INTERNET		Chapter-5
Α.	Gu	ess who am I?		
	1.	I am a collection of rela	ated webpages.	
	2.	I can be sent anytime a	and anywhere in the world.	
	3.	I am a search engine.		
В.	Ans	swer the following ques	stions:	
	1.	Define surfing.		
	2.	Name two web browse	ers.	
	3.	What is Hyperlink?		
	4.	Name the services pro	vided on the Internet.	
C.	Exp	oand the following:		
	1.	ICD		
	2	URI		



3.

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Class:



Name:				
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Date:

VISUAL PROCESSING

Chapter-6



Section:











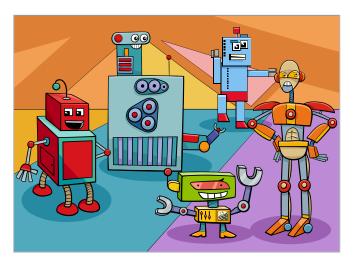


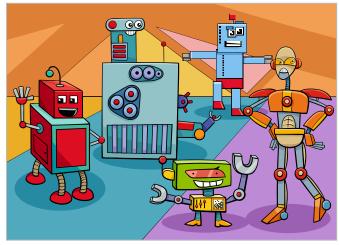






Find any five differences in the given pictures.



















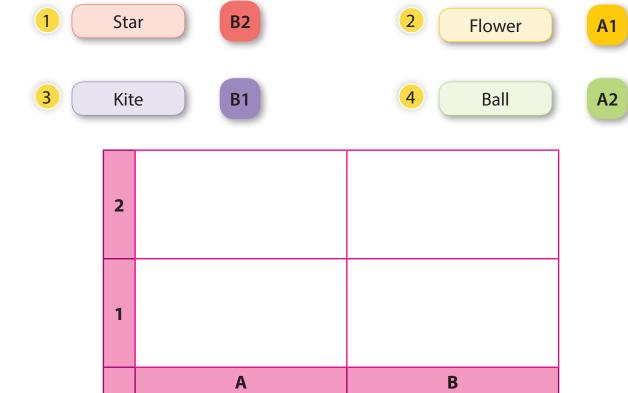


Name:			
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Chapter-6

VISUAL PROCESSING

A. Draw the following objects at the given location:



B. Circle the mirror image by looking at the given image.









Nan	ne:					
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Clas	ss:	Section:	Date:			Ver. 2.1 🔊
BL	OCK	S IN SCRATCH				Chapter-7
Α.	Tick 1.	c (√) the correct option. Which block turns the sprit	e clockwise?			
		a. turn 15 degrees		b.	turn -15 degrees	
		c. turn 180 degrees		d.	turn 360 degrees	
	2.	What do coordinates define	e in Scratch?			
		a. Sprite size		b.	Sprite position	
		c. Stage dimensions		d.	Block order	
	3.	Which block displays a spe	ech bubble?			
		a. think		b.	say	
		c. shout		d.	whisper	
B.	Wri	te 'T' for true and 'F' for fals	se.			
	1.	Motion blocks change the	sprite's costume.			
	2.	Control blocks play audio f	iles.			
	3.	Events blocks manage ever	nts and script exe	ecut	ion.	
	4.	Hat blocks begin a script.				
B.	Wri 1.	te the functions of the follo	owing blocks:			
	2.		• • • • • • • • • • • • • • • • • •			
		next costume				
	3.	stop all sounds	• • • • • • • • • • • • • • • • • •			
	4.	when this sprite clicked	• • • • • • • • • • • • • • • • • • • •			• • • • • • • • • • • • • • • • • • • •
	5.	broadcast and wait				
	6.	change x by 10				

Grade:

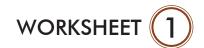
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Roll	No: _					DIGIC	IA EGO	
Clas	s:	Section:	Date:				Ver. 2.1 🔊	
BL	OCK	S IN SCRATCH					Chapter-7	s 4
Α.	Ticl	$\langle (\checkmark) \rangle$ the correct option	1.					CLASS
	1.	Which block stops the		onino	7 ?			
		a. Boolean		<u> </u>		Stack		
		c. Cap		j,	d.	С		
	2.	Which block repeats a	block sequence?)				
	۷.	a. loop	brock sequence.		o.	repeat		
		c. replay		<u> </u>		forever		
	3.	What do Events blocks	control?)				
	J.	a. Looks	s control:		o.	Motions		
		c. Sounds		\prec		Script execution		
D	e:II		hints givon holo)				
В.		in the blanks using the ts: Events, Motion, Look						
	1.	blocks	•		nt	in Scratch.		
	2.	The blo	_					
	3.	blocks	change the visual	арре	ear	ance of a sprite.		
	4.	The blo	ock hides the sprite	e.				
	5.	blocks	repeat code execu	ıtion.	•			
	6.	blocks	trigger script exec	utior	า ๐	n events.		
C.	Wri	te 'T' for true and 'F' fo	r false.					
	1.	Cap blocks can be plac	ced at the bottom	of a s	cri	ipt.		• • •
	2.	Looks blocks modify tl	ne sprite's text.					• • •
	3.	Sound blocks control s	script execution.					• • •
	4.	Coordinates indicate s	prite position.					• • •





Nar	ne:					
Roll	No:				DIGIC	IA EGO
Clas	ss:	Section: Date:				Ver. 2.1 🔊
IN ⁻	rroi	DUCTION TO KODU GAME LAB				Chapter-8
A.	Tick	k (\checkmark) the correct option.				
	1.	What can we choose and position in	Kodu?			
		a. Terrain		b.	Trees	
		c. Buildings		d.	All of these	
	2.	What should you do after installing h	Kodu G	ame	Lab?	
		a. Play		b.	Launch	
		c. Delete		d.	Exit	
	3.	What is an object in the Kodu game	lab?			
		a. Keyboard		b.	Button	
		c. Character		d.	Program	
B.	Wh	at are the following keys used for in	Kodu	to p	lay game?	
	1.	W				
	2.	S				
	3.	D				
	4.	A				
C.	Fill	in the blanks using the hints given k	elow:			
	Hin	nts: Do, program, games, Save My Worl	d			
	1.	We can create our own	in Ko	odu.		
	2.	section executes who	en cond	ditio	ns are met.	
	3.	Save your world using	optic	n.		
	4.	Use to set bot action	s like m	ove	and turn.	















DIGICODE	A

Chapter-8

Ver. 2.1

Name:

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Class:

Section:

Date:

INTRODUCTION TO KODU GAME LAB

A. Match the following:

- Community
- Path Tool 2.
- 3. Add Object
- Program 4.
- 5. Play
- Save My World

- **Store Creations** a.
- **Get Characters** b.
- Make Bots Move C.
- Create Racetrack d.
- **Test Game** e.
- f. **Access Tutorials**

Answer the following questions:

- What is the first step in Kodu to start first tutorial? 1.
- How can you get Kodu on your computer? 2.
- What can you select after launching Kodu Game Lab? 3.
- Name the different camera controls in Kodu. 4.
- What does the 'When' section check for in Kodu code?
- How can you play a saved Kodu game?



























Nan	ne:		
Roll	No:		DIGICODE AI
Clas	ss:	Section: Date:	Ver. 2.1 ♦
AI	TIME	ELINE	Chapter-9
A.	Wri	te 'T' for true and 'F' for false.	
	1.	LISP was extensively used to program AI systems.	• • • • • • • • • • • • • • • • • • • •
	2.	ELIZA was the successor of WABOT-1.	
	3.	Apple released Siri in 2011.	
	4.	Amazon Alexa is a smart speaker functioning as a persoassistant.	onal
	5.	Deep Blue defeated Gary Kasparov in 1999.	
	6.	In 1956, John McCarthy coined the term Artificial Intell	igence.
В.	Ans	swer the following questions:	
	1.	What is ELIZA?	
	2.	What is Roomba?	
	3.	Name the two robots involved in NASA's Mars Explorat	ion Mission in 2004.
	4.	What do you mean by Kinect?	
			•••••
	5.	What is Cortana?	
	6.	What is Kismet?	





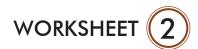












Name:

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Chapter-9

AI TIMELINE

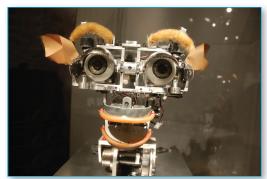
A. Identify the pictures and write their names in the space provided.

Date:











Match the following: B.

- **Alan Turing** 1.
- John McCarthy 2.
- Joseph Weizenbaum 3.
- Ichiro Kato 4.
- Cynthia Breazeal 5.
- Microsoft 6.

- a. Cortana
- b. WABOT
- c. Kismet
- d. The Bombe
- e. ELIZA
- f. LISP















Name:

Roll No:

Date: Class: Section:



Chapter-10

AI & NON-AI ROBOTS

A. Match the following pictures with their names:



a. Handle



b. Manav



c. Kuri



4.

d. Aibo

B. Answer the following questions:

- 1. What is Kuri?
- 2. Write about the features of the humanoid robot Rashmi.
- What does Nasa Puffer do? 3.

















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AI & NON-AI ROBOTS

Chapter-10

A. Look at the following pictures and circle their names in the grid.













W	R	Α	S	Η	М	I	Т	Е	Υ
Е	J	Т	S	Ν	Α	K	Ε	R	S
D	Υ	G	R	Ο	N	K	Р	W	Ο
V	G	F	G	Р	Α	Α	K	Р	Р
K	U	R	Ι	Q	V	Ε	F	C	Н
X	W	V	Н	K	R	Т	L	K	I
V	Ε	Ν	J	L	Т	C	Р	Н	Α
Н	Α	N	D	L	Е	S	D	Н	J

Answer the following in one word:

- Name the sensor that works as eyes for robots. 1.
- It is a technology where machines emulate the human mind to 2. learn, solve problems and make decisions.
- 3. Name any Al-enabled robot.
- It can display up to 60 facial expressions and is capable of keeping 4. track and recognising faces.

