Windows 11

Office 21

Pixel

A Book of **Computer Science**

2

1. Computer at Different Places

A. 1. (c)   2. (b)   3. (a)   4. (c)   5. (b)

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

C. 1. SUPERCOMPUTER   2. DESKTOP
    3. LAPTOP

D. 1. TEACHING   2. AIRPORT   3. DISEASE

E. 1. An electronic device that takes instructions from us and gives the result after processing them.
    2. Supercomputer, desktop and laptop.
    3. To maintain accounts of customer.

F. To book tickets

❑

2. Computer Devices

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

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

C. 1. KEYBOARD   2. CIRCULAR   3. PEN DRIVE

D. 1. Computer devices are the parts that can be attached to a computer to do different kinds of work.
    2. Keyboard—Input device
       Speakers—Output device
    3. To store information for future use.
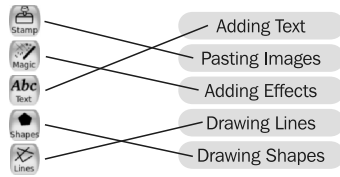
E. Input device

Fun Zone

❑

3. Fun with Tux Paint

Assessment Zone

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

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

C.

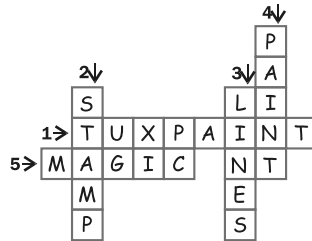| Stamp | → Adding Text |
Magic	→ Pasting Images
Abc Text	→ Adding Effects
Shapes	→ Drawing Lines
Lines	→ Drawing Shapes

D. 1. TUX PAINT 2. STAMP
3. SOUND 4. SLIDE SHOW

E. 1. To paste imajeson the canvas.
2. To add effects on the canvas.
3. We use slideshow to run all the scenes of a story on text, one after another.

F. Slide show

Fun Zone

❏

4. Word 2021

Assessment Zone

A. 1. (a) 2. (a) 3. (b)

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

C. 1. TITLEBAR 2. CURSOR
3. KEYBOARD

D. 1. Word is a word processing program used for creating documents.
   2. Bold and Italic options make the text darker and slanted.

E. Save command.

❏

5. More on Paint

Assessment Zone

A. 1. (a)   2. (b)   3. (c)   4. (b)   5. (a)

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

C. 1. FILE, VIEW   2. BLACK, WHITE
   3. COLOR, PICKER

D. 1. Paint program is used to draw shapes, figures and cartoons.
   2. Save, Undo and Redo.
   3. Copy and Paste is used to copy the image from one place and paste it in another place.
   4. PNG, JPG, BMP and GIF.

E. Copy and Paste

❏

6. Arrangement of Patterns

Assessment Zone

A. 1. F   2. T   3. T

B. 1. REPEATING   4. DECOMPOSITION
   3. CODING

❏

7. Fun with ScratchJr

Assessment Zone

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

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

C. 1. TIC   2. STAGE   3. WHITE   4. SCRIPT

D. 1. ScratchJr is a fun-based programming language for kids.

2. Script is a collective instruction given to the sprite in the form of stack of blocks.

3. By snapping blocks in the script area.

E. Green Flag.

❏

8.   Understanding AI

Assessment Zone

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

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

C.   1. INTELLIGENCE   2. INSTRUCTIONS
     3. COMMANDS   4. VIDEOS

D.   1. The goal of AI is to make computers take intelligent decisions.
     2. Siri and Alexa.
     3. Petalic Paint transforms line drawings into sketch using AI.

E.   Alexa.

❏

Half-Yearly Model Test Paper

Chapter 1-4

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

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

C.   1. DESKTOP   2. PRINTER   3. STORAGE   4. STAMP
     5. RIBBON

❏

Annual Model Test Paper

Chapter 5-8

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

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

C.   1. SKEW   2. CROP   3. GROWING
     4. SCRIPT   5. YOUTUBE

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