

## ST. LAWRENCE HIGH SCHOOL

27, BALLYGUNGE CIRCULAR ROAD



Class	s : 11	Subject : COMPUTER SCIENCE	Term: 2nd Term	Max I	Marks : 80
Q1:	Which of the following	ng is not a valid C variable name?		Marks	: 1
	1. int number				
	2 . float rate				
	3 . int variable_count				
	4 . int \$main		( This An:	swer is Correct )	
Q 2 :	Keyword	_ is used for declaring character type	variables.	Marks	: 1
	1 . int				
	<b>2</b> . char		( This An	swer is Correct )	
	3. double				
	4 . All of these				
Q3:	We can use	for declaring an integer variable		Marks	: 1
	<b>1</b> . int		( This An	swer is Correct )	
	2. char		_		
	3. double				
	4 . All of these				
Q4:	What is the size of a	an int data type?		Marks	: 1
	1. 4 Bytes				
	2. 8 Bytes				
	3. Depends on the s	ystem/compiler	( This An	swer is Correct )	
	4 . Cannot be determ	nined	_		
Q 5 :	The format identifier	r '%c' is also used for data typ	e.	Marks	: 1
	<b>1</b> . char		_	swer is Correct )	
	2. int				
	3. float				
	4. double				

Q6:	Which function is used to show output on the console?		Marks :	1
	1 . main()			
	<b>2</b> . printf()	( This Answer is Correct )		
	3 . scanf()			
	4 . all of these			
Q7:	Which of the following is not a proper declaration?		Marks:	1
	1 . char a			
	2. float f	_		
	3. int int	( This Answer is Correct )		
	4 . double a			
	Which notation is used to include a header file in a C program?		Marks :	1
Q8:			wars.	'
	<ol> <li>include{stdio.h}</li> <li>#include#stdio.h</li> </ol>			
	3. #include	( This Answer is Correct )		
	4 . None of these	( Tille / tille ile Collect)		
	4. None of these			
Q9:	To print a float value which format specifier can be used?		Marks :	1
	1. %d			
	2. %i			
	<b>3.</b> %f	(This Answer is Correct)		
	4. %c			
Q 10 :	Which function is used to take input from the user?		Marks:	1
	1 . main()			
	2 . printf()			
	<b>3</b> . scanf()	( This Answer is Correct )		
	4. all of these			
Q 11 :	The last digit of octal number system is:		Marks :	1
٠	1. 0			
	<b>2.</b> 7	(This Answer is Correct)		
	3. 9	<u> </u>		
	4 5			

Q 12 :	B represents in hexadecimal:		Marks :	1
	1. 10			
	<b>2.</b> 11	( This Answer is Correct )		
	3. 12			
	4. 13			
Q 13 :	14 is represented by this alphabet in hexadecimal:		Marks :	1
	1. B			
	2. C			
	3. D			
	<b>4.</b> E	( This Answer is Correct )		
Q 14 :	What does EBCDIC stand for?		Marks :	1
	1 . Extended Binary Converted Decimal Intermediate Code			
	2 . Extended Binary Coded Decimal Intermediate Code			
	3 . Extended Binary Coded Decimal Interchange Code	( This Answer is Correct )		
	4 . Extended Binary Converted Decimal Interchange Code			
Q 15 :	Which of the following is not a type of computer code?		Marks :	1
	1. EBCDIC			
	2. BCD			
	3. ASCII			
	4. EDIC	( This Answer is Correct )		
Q 16 :	is a single representation for all the Indian Scripts.		Marks :	1
	1. EBCDIC			
	2. BCD			
	3. ASCII			
	4. ISCII	( This Answer is Correct )		
Q 17 :	What does ISCII stand for?		Marks :	1
	1 . Indian Script Code for Information Interchange	(This Answer is Correct)		
	2 . Indian Scientific Code for Information Interchange			
	3 . Indian Scientific Code for Interchanging Information			

4 . Indian Standard Code for Interchanging Information

Q 18 :	Which of the following is capable of recognizing a pre-specified type	e of mark by pencil or pen?	Marks:	1
	<b>1</b> . OMR	( This Answer is Correct )		
	2. Winchester	_		
	3 . Bar code reader			
	4 . Image Scanner			
Q 19 :	is a computer input device that enables a user to hand graphics, with a special pen-like stylus.	I-draw images, animations and	Marks :	1
	1. OMR			
	2. OCR			
	3 . graphic tablet	( This Answer is Correct )		
	4. touch screen			
Q 20 :	Dividing tasks so that the Operating System appears to multitask is	dealt with under:	Marks :	1
	1 . Processor Management	( This Answer is Correct )		
	2 . File Management	_		
	3 . Peripheral Management			
	4 . Memory Management			
Q 21 :	Operating Systems will allocate sections of RAM to the processes a	as part of:	Marks :	1
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Q 21 :		as part of:	Marks :	1
Q 21 :	1 . Processor Management	as part of:	Marks :	1
Q 21 :	<ol> <li>Processor Management</li> <li>File Management</li> </ol>	as part of:  ( This Answer is Correct )	Marks :	1
Q 21 :	<ol> <li>Processor Management</li> <li>File Management</li> <li>Peripheral Management</li> </ol>		Marks :	1
	<ol> <li>Processor Management</li> <li>File Management</li> <li>Peripheral Management</li> <li>Memory Management</li> </ol>			
	Processor Management     File Management     Peripheral Management     Memory Management translates entire source code in one go.			
	Processor Management     File Management     Peripheral Management     Memory Management  translates entire source code in one go.      Assembler	( This Answer is Correct )		
	Processor Management     File Management     Peripheral Management     Memory Management  translates entire source code in one go.      Assembler     Compiler	( This Answer is Correct )		
	1. Processor Management 2. File Management 3. Peripheral Management  4. Memory Management  translates entire source code in one go.  1. Assembler  2. Compiler  3. Interpreter	( This Answer is Correct )		
Q 22 :	<ol> <li>Processor Management</li> <li>File Management</li> <li>Peripheral Management</li> <li>Memory Management</li> <li>translates entire source code in one go.</li> <li>Assembler</li> <li>Compiler</li> <li>Interpreter</li> <li>Debugger</li> </ol>	( This Answer is Correct )	Marks :	1
Q 22 :	<ol> <li>Processor Management</li> <li>File Management</li> <li>Peripheral Management</li> <li>Memory Management</li> <li> translates entire source code in one go.</li> <li>Assembler</li> <li>Compiler</li> <li>Interpreter</li> <li>Debugger</li> </ol> Simplification of : YZ(XY'Z+X'Y'Z+X'YZ) yields the following result:	( This Answer is Correct )	Marks :	1

(This Answer is Correct)

4	X'YZ

Q 24 : Simplification of : C + ABC yields the following result:

Marks: 1

- 1. A
- 2. B
- **3.** C
- 4. 1

(This Answer is Correct)

(This Answer is Correct)

Q 25 : Simplification of : AC + ABC yields the following result:

Marks: 1

- 1. A
- 2 . AC
- 3. ABC
- 4. AB

Q 26: Which among the following is given by Distributive law?

Marks: 1

- 1. X + 1 = 1
- 2. X + Y = Y + X
- 3 . X" = X
- **4**. (X + Y)(X + Z) = X + Y.Z

(This Answer is Correct)

Q 27: If a 3-input NOR gate has eight input possibilities, how many of those possibilities will result in a HIGH Marks: 1 output?

**1**.1

(This

- 2.6
- \_ \_
- 3. 7
   4. 8

(This Answer is Correct)

Q 28: Which of the following is an incorrect SOP expression?

Marks: 1

- 1. x+x.y
- **2** . (x+y)(x+z)
- 3. x
- 4 . x+y

( This Answer is Correct )

Q 29: Von Neumann architecture is based on:

Marks: 1

1 . Stored program

(This Answer is Correct)

	2 . Fixed program			
	3 . Both (a) and (b)			
	4. None of these			
Q 30 :	The load instruction is mostly used to desi	gnate a transfer from memory to a processor register known	Marks :	1
	1 . Address Register			
	2 . Program Counter			
	3 . Index Register			
	4 . Accumulator	( This Answer is Correct )		
Q 31 :	Which of these transfers data between co	mponents inside a computer?	Marks :	1
	1. RAM			
	2. ROM			
	3. DRAM			
	4. Buses	( This Answer is Correct )		
Q 32 :	Swap space exists in		Marks :	1
	1 . primary memory			
	2 . secondary memory	( This Answer is Correct )		
	3. cpu	<del>_</del>		
	4 . none of the mentioned			
Q 33 :	Which operator computes the remainder?		Marks :	1
	1. +			
	2			
	3. %	( This Answer is Correct )		
	4. ?	_		
Q 34 :	All keywords in C are in		Marks :	1
	1 . LowerCase letters	( This Answer is Correct )		
	2 . UpperCase letters			
	3 . CamelCase letters			
	4 . None of the mentioned			

Q 35 :	Who is father of C language?		Marks:	1
	1 . Bjarne Stroustrup			
	2 . James A. Gosling			
	3 . Dennis Ritchie	( This Answer is Correct )		
	4. Dr. E. F Codd			
Q 36 :	Which keyword is used to prevent any changes in the variable w	rithin a C program?	Marks :	1
Q 30 .	1. immutable	F 3		
	2 . mutable			
	3. const	(This Answer is Correct)		
	4. volatile			
Q 37 :	What is the size of "float"?		Marks :	1
	1. 2			
	2. 4			
	3.8			
	4 . Compiler dependent	( This Answer is Correct )		
Q 38 :	Which of the following cannot be a variable name in C?		Marks :	1
	1 . volatile	( This Answer is Correct )		
	2. TRUE	_		
	3. friend			
	4. export			
Q 39 :	The format identifier '%d' is also used for data type.		Marks :	1
	1. char			
	<b>2.</b> int	( This Answer is Correct )		
	3. float			
	4. double			
Q 40 :	In this number system, various different symbols are used to rep	resent the numbers:	Marks :	1
	1. positional			
	2. non-positional	(This Answer is Correct)		
	3. octal			
	4. None of these			

Q 41 :	This indicates the number of different digits that are present in the	number system:	Marks:	1
	1. base			
	2 . radix	_		
	<b>3</b> . both (a) & (b)	( This Answer is Correct )		
	4 . None of these			
Q 42 :	The number of digits in binary number system is:		Marks :	1
	1.2	( This Answer is Correct )		
	2. 10	_		
	3.8			
	4. 16			
Q 43 :	The number of digits in octal number system is:		Marks :	1
	1. 2			
	2. 10			
	<b>3.</b> 8	(This Answer is Correct)		
	4. 16			
Q 44 :	The number of digits in decimal number system is:		Marks :	1
	1. 2			
	<b>2.</b> 10	( This Answer is Correct )		
	3.8			
	4. 16			
Q 45 :	The number of characters that can be represented in ASCII-7 are _		Marks :	1
	<b>1.</b> 128	( This Answer is Correct )		
	2. 256			
	3. 32			
	4. 64			
Q 46 :	What does ASCII stand for?		Marks :	1
	1 . American Standard Code for Information Interchange	( This Answer is Correct )		
	2 . American Scientific Code for Information Interchange			
	3 . American Scientific Code for Interchanging Information			
	4 . American Standard Code for Interchanging Information			

Q 47 :	In binary coding, every symbol that appears in data is represented	by a group of bits, which are called	Marks:	1
	<b>1.</b> bytes	( This Answer is Correct )		
	2. memory	_		
	3. nibble			
	4. code			
Q 48 :	is a set of programs and related data that are used to	give instructions to the hardware.	Marks :	1
	1 . Software	( This Answer is Correct )		
	2 . Programming Language	_		
	3 . Hardware			
	4. User			
Q 49 :	Operating Systems need to manage system		Marks :	1
	1. Objectives			
	2. Resources	( This Answer is Correct )		
	3 . Electricity			
	4. Restores			
Q 50 :	Which among the following is used to translate assembly code?		Marks :	1
	1 . Assembler	( This Answer is Correct )		
	2 . Compiler			
	3 . Interpreter			
	4. Debugger			
Q 51 :	The execution of compiler compared to interpreter is		Marks :	1
	1 . Faster	( This Answer is Correct )		
	2 . Slower			
	3 . Remains the same			
	4 . None of these			
Q 52 :	Simplification of : AB + AB' + A'C + A'C' yields the following result:		Marks :	1
	<b>1.</b> 1	( This Answer is Correct )		
	2. 0			
	3. A			
	4. B			

Q 53 :	Simplification of : XYZ + X'Y + XYZ' yields the following result:		Marks:	1
	1. X			
	<b>2.</b> Y	(This Answer is Correct)		
	3. Z			
	4. 1			
Q 54 :	A gate gives the output as 1 only if all the inputs signa		Marks :	1
	1. AND	( This Answer is Correct )		
	2. OR			
	3. XOR			
	4. XNOR			
Q 55 :	Which of the following gate will give a 0 when both of its inputs are	1?	Marks :	1
	1. AND			
	2 . OR			
	3. NAND	( This Answer is Correct )		
	4. XNOR	_		
Q 56 :	How many AND gates are required to realize Y = CD + EF + G?		Marks :	1
	1. 4			
	2. 5			
	3. 3			
	<b>4.</b> 2	( This Answer is Correct )		
Q 57 :	The boolean expression of an OR gate is		Marks :	1
	1 . A.B			
	2 . A'B+AB'	_		
	<b>3</b> . A+B	( This Answer is Correct )		
	4 . A'B'			
Q 58 :	The terms in SOP are called		Marks :	1
	1 . max terms			
	2. min terms	( This Answer is Correct )		
	3 . mid terms			
	4 . sum terms			

Q 59 :	Who invented the punch card?		Marks:	1
	1 . Charles Babbage			
	2 . Semen Korsakov			
	3 . Herman Hollerith	( This Answer is Correct )		
	4 . Joseph Marie Jacquard			
Q 60 :	The section of CPU that selects interprets and sees to the execution	on of program instructions:	Marks:	1
	1. CPU			
	2 . Logical unit			
	3 . Control unit	( This Answer is Correct )		
	4. Input unit			
Q 61 :	What was the name of first computer designed by Charles Babbag	e?	Marks :	1
	1 . Analytical Engine	( This Answer is Correct )		
	2. EDVAC	_		
	3. Colossus			
	4. ENIAC			
Q 62 :	Spooling is efficient than buffering.		Marks :	1
<b>4.0</b>	1 . More	(This Answer is Correct)		
	2. Less			
	3. Same			
	4 . Cannot be determined			
Q 63 :	Separation of user logical memory and physical memory is		Marks :	1
	1 . Memory control			
	2 . Memory management			
	3 . Memory sharing			
	4 . Virtual memory	( This Answer is Correct )		
Q 64 :	Which generation of computers used vacuum tubes as circuitry?		Marks :	1
	1 . First	( This Answer is Correct )		
	2. Second			
	3 . Third			
	4 . Fourth			

Q 65 :	Predefined, reserved words used in programming that have special	I meanings to the compiler.	Marks:	1
	1 . Data type			
	2. Keyword	(This Answer is Correct)		
	3 . Constant			
	4 . Variable			
Q 66 :	Which header file is required for i/o functions in C?		Marks:	1
	1. math.h			
	2. stdio.h	( This Answer is Correct )		
	3 . iostream.h			
	4. string.h			
Q 67 :	Which of the following statement is false?		Marks :	1
	1 . Constant variables need not be defined as they are declared and	l can be (d <b>નાંકલ્યાનક્ષપક્</b> r is Correct)		
	2 . Global constant variables are initialized to zero			
	3 . const keyword is used to define constant values			
	4 . You cannot reassign a value to a constant variable			
Q 68 :	A number system having base 'n' has the numbers ranging from 0	to:	Marks :	1
Q 68 :	A number system having base 'n' has the numbers ranging from 0 1. n	to:	Marks :	1
Q 68 :		to:	Marks :	1
Q 68 :	1. n		Marks :	1
Q 68 :	1. n 2. n+1	to:  ( This Answer is Correct )	Marks :	1
Q 68 :	1. n 2. n+1 3. n-2		Marks :	1
	1. n 2. n+1 3. n-2 4. n-1			
	<ul> <li>1. n</li> <li>2. n+1</li> <li>3. n-2</li> <li>4. n-1</li> </ul> The weights used in Binary coded decimal code are:			
	<ol> <li>n</li> <li>n+1</li> <li>n-2</li> <li>n-1</li> </ol> The weights used in Binary coded decimal code are: <ol> <li>4,2,1</li> </ol>	( This Answer is Correct )		
	<ol> <li>n</li> <li>n+1</li> <li>n-2</li> <li>n-1</li> </ol> The weights used in Binary coded decimal code are: <ol> <li>4,2,1</li> <li>8,4,2,1</li> </ol>	( This Answer is Correct )		
	<ol> <li>n</li> <li>n+1</li> <li>n-2</li> <li>n-1</li> </ol> The weights used in Binary coded decimal code are: <ol> <li>4,2,1</li> <li>8,4,2,1</li> <li>6,4,2,1</li> </ol>	( This Answer is Correct )		
Q 69 :	<ol> <li>n</li> <li>n+1</li> <li>n-2</li> <li>n-1</li> </ol> The weights used in Binary coded decimal code are: <ol> <li>4,2,1</li> <li>8,4,2,1</li> <li>6,4,2,1</li> <li>2,1</li> </ol>	( This Answer is Correct )	Marks :	1
Q 69 :	<ol> <li>n</li> <li>n+1</li> <li>n-2</li> <li>n-1</li> </ol> The weights used in Binary coded decimal code are: <ol> <li>4,2,1</li> <li>8,4,2,1</li> <li>6,4,2,1</li> <li>2,1</li> </ol> BCD code is also known as:	( This Answer is Correct )	Marks :	1
Q 69 :	<ol> <li>n</li> <li>n+1</li> <li>n-2</li> <li>n-1</li> </ol> The weights used in Binary coded decimal code are: <ol> <li>4,2,1</li> <li>8,4,2,1</li> <li>6,4,2,1</li> <li>2,1</li> </ol> BCD code is also known as: <ol> <li>EBCDIC</li> </ol>	( This Answer is Correct )  ( This Answer is Correct )	Marks :	1

Q 71 :	Write the decimal equivalent for (110001)BCD.		Marks:	1
	<b>1</b> . 31	( This Answer is Correct )		
	2. 13			
	3. C1			
	4. 1C			
Q 72 :	Write the decimal equivalent for (1001001)BCD.		Marks :	1
	1. 23			
	2. 90			
	<b>3.</b> 49	( This Answer is Correct )		
	4. 91			
Q 73 :	The ASCII codes for the characters 'A' to 'Z' lies in the range:		Marks:	1
	1 . 20 to 45			
	<b>2</b> . 65 to 90	( This Answer is Correct )		
	3. 30 to 55			
	4 . 60 to 85			
Q 74 :	Which of the following is not an example of system software?		Marks :	1
Q 74 :	Which of the following is not an example of system software?  1 . Language Translator		Marks :	1
Q 74 :			Marks :	1
Q 74 :	1 . Language Translator		Marks:	1
Q 74 :	<ol> <li>Language Translator</li> <li>Utility Software</li> </ol>	( This Answer is Correct )	Marks:	1
Q 74 :	<ol> <li>Language Translator</li> <li>Utility Software</li> <li>Communication Software</li> </ol>	( This Answer is Correct )	Marks :	1
	<ol> <li>Language Translator</li> <li>Utility Software</li> <li>Communication Software</li> <li>Word Processors</li> </ol>	( This Answer is Correct )		
	<ol> <li>Language Translator</li> <li>Utility Software</li> <li>Communication Software</li> <li>Word Processors</li> </ol> Example of Interpreter:	( This Answer is Correct )		
	<ol> <li>Language Translator</li> <li>Utility Software</li> <li>Communication Software</li> <li>Word Processors</li> </ol> Example of Interpreter: <ol> <li>Python</li> </ol>	( This Answer is Correct )		
	<ol> <li>Language Translator</li> <li>Utility Software</li> <li>Communication Software</li> <li>Word Processors</li> <li>Example of Interpreter:</li> <li>Python</li> <li>Javascript</li> </ol>	( This Answer is Correct )		
	<ol> <li>Language Translator</li> <li>Utility Software</li> <li>Communication Software</li> <li>Word Processors</li> <li>Example of Interpreter:</li> <li>Python</li> <li>Javascript</li> <li>Ruby</li> </ol>	( This Answer is Correct )		
Q 75 :	<ol> <li>Language Translator</li> <li>Utility Software</li> <li>Communication Software</li> <li>Word Processors</li> <li>Example of Interpreter:</li> <li>Python</li> <li>Javascript</li> <li>Ruby</li> <li>All of these</li> </ol>	( This Answer is Correct )	Marks :	1
Q 75 :	1. Language Translator 2. Utility Software 3. Communication Software 4. Word Processors  Example of Interpreter: 1. Python 2. Javascript 3. Ruby 4. All of these  uses mnemonics to create instructions for computer.	( This Answer is Correct )	Marks :	1
Q 75 :	1. Language Translator 2. Utility Software 3. Communication Software  4. Word Processors  Example of Interpreter:  1. Python  2. Javascript  3. Ruby  4. All of these  uses mnemonics to create instructions for computer.  1. High-level language	( This Answer is Correct )	Marks :	1
Q 75 :	<ol> <li>Language Translator</li> <li>Utility Software</li> <li>Communication Software</li> <li>Word Processors</li> <li>Example of Interpreter:</li> <li>Python</li> <li>Javascript</li> <li>Ruby</li> <li>All of these</li> <li> uses mnemonics to create instructions for computer.</li> <li>High-level language</li> <li>Binary language</li> </ol>	( This Answer is Correct )	Marks :	1

Q 77 :	Which among the following is given by Associative law?		Marks :	1
	1 . X + 1 =1			
	<b>2</b> . X + (Y + Z) = (X + Y) + Z	( This Answer is Correct )		

