



FOR GOD AND COUNTRY

# ST. LAWRENCE HIGH SCHOOL

A Jesuit Christian Minority Institution



## WORKSHEET -11

### Topic – Line, Circle, Paint and Sound Command in QBASIC

Subject: COMPUTER Class - 6

F.M:15

Chapter: QBASIC : SOUND AND GRAPHICS

Date: 21/11/2020

#### Choose the correct answer for each question

15 × 1 = 15

With reference to the below statement:

LINE (X1, Y1) – (X2, Y2), COLOR, B/BF

Answer the following questions:

1. What are X1, Y1?
  - a. Coordinates of the starting point
  - b. Color codes of line
  - c. Coordinates of the end point
  - d. None of these
2. BF stands for :
  - a. Drawing a box
  - b. Drawing a box filled with color
  - c. Line color
  - d. Length of the drawn line
3. B stands for :
  - a. Drawing a box
  - b. Drawing a box filled with color
  - c. Line color
  - d. Length of the line
4. The following command will result into :  
LINE (50, 50) – (150, 150), 4, B
  - a. Horizontal line
  - b. Diagonal line
  - c. Box
  - d. Red vertical line
5. The \_\_\_\_\_ command is used to fill any closed figure with a specified color.
  - a. PAINT
  - b. LINE
  - c. CIRCLE
  - d. COLOR\_FILL

6. What will be the output for the following command?  
LINE (50, 50) – (150, 150), 4, BF
- Empty box
  - Diagonal line
  - Vertical box
  - Filled box
7. The \_\_\_\_\_ command is used to draw a circle on the QBASIC screen.
- PAINT
  - LINE
  - CIRCLE
  - DRAW
8. Which of the following is the correct syntax for drawing a circle?
- Circle (X, Y)
  - Circle (X, Y), Radius
  - Radius(X, Y), Draw circle
  - Circle(X), Color, Radius
9. Which of the following is the correct syntax for PAINT?
- PAINT (X, Y), F, Border
  - PAINT (X), Fill, Border
  - PAINT (X), Border, Fill
  - PAINT (X), ShapeName, Color
10. What will the output for the following:
- CIRCLE(100, 100), 50, 3
- PAINT(100, 100), 4
- Circle without any fill color
  - Circle filled with red color
  - Whole screen is filled with red color
  - None of these
11. The \_\_\_\_\_ command is used to produce a beep sound for about half a second.
- BEEP
  - SOUND
  - BEEP\_SEC
  - BEEP\_HALF
12. To produce different types and pitches of sound, the \_\_\_\_\_ command can be used.
- BEEP
  - SOUND (X, Y)
  - BEEP\_SEC
  - PITCH(X, Y)
13. Correct syntax for beep command:
- BEEP
  - BEEP(X, Y)
  - BEEP – X, Y
  - BEEP(0.5, X)

14. In the SOUND command, X denotes:

- a. Frequency
- b. Duration
- c. Sound type
- d. Name

15. In the SOUND command, Y denotes:

- a. Frequency
- b. Duration
- c. Sound type
- d. Name

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