



ST. LAWRENCE HIGH SCHOOL



A Jesuit Christian Minority Institution

WORKSHEET -11 (ANSWER KEY)

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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