

ST. LAWRENCE HIGH SCHOOL



A Jesuit Christian Minority Institution

WORKSHEET -10 (ANSWER KEY)

<u>Topic – Introduction to Graphics in QBASIC</u>

| Subject: COMPUTER Class - 6 | F.M:15 |
|---|----------------------------|
| Chapter: QBASIC : SOUND AND GRAPHICS | Date: 16/11/2020 |
| | |
| Choose the correct answer for each question | 15 × 1 = 15 |
| 1. A is the smallest possible single component of an ima | ge on the screen. |
| a. Row | |
| b. Column | |
| c. <u>Pixel</u> | |
| d. Dot | |
| 2. Resolution is specified as: | |
| a. Row × Column | |
| b. <u>Column × Row</u> | |
| c. Row × Row | |
| d. Column × Column | I was tree |
| 3. There are screen graphics modes in QBASIC and each | has its different purpose. |
| a. 256 | |
| b. <u>16</u> | |
| c. 3 | |
| d. 12 | |
| 4. Screen 0 is called the and its resolution is | · |
| a. <u>Text screen, 640 × 480</u> | |
| b. Graphics screen, 320 × 200 | |
| c. Text screen, 320 × 200 | |
| d. Graphics screen, 640 × 480 | |
| 5. Screen 9 is called the and its resolution is a. Text screen, 640 × 480 | · |
| b. Graphics screen, 320 × 200 | |
| c. Text screen, 320 × 200 | |
| d. Graphics screen, 640 × 480 | |
| 6. To change the colour of the text, the command is use | h |
| a. SCREEN_COLOR | u. |
| b. COLOR | |
| c. COLOR_TXT | |
| d. COLOURING | |
| 7. Which of the following is the correct syntax of COLOR command? | |
| a. COLOR <colour number=""></colour> | |
| b. <colour number=""> PRINT COLOR</colour> | |
| c. PRINT COLOR <colour number=""></colour> | |

d. <Colour> COLOR NUMBER

| 8. | | s the output of the following: |
|-----|-------------------------------------|---|
| | COLOR | |
| | PRINT ' | |
| | COLOR 8 | |
| | PRINT ' | 'HI" |
| | a. | Two HI message of black/white colour |
| | b. | Two HI message of blue colour |
| | | Two HI message of red colour |
| | d. | Two HI message of two different colours |
| 9. | The | command is required to switch the output mode of the screen to graphics |
| | mode. | |
| | a. | COLOR |
| | b. | COLOR_MODE |
| | c. | <u>SCREEN</u> |
| | d. | SCREEN_MODE |
| 10. | The def | fault value of screen mode is |
| | a. | <u>0</u> |
| | b. | 2 |
| | c. | |
| | d. | 8 |
| 11. | | stands for setting a pixel of a specified colour on the output screen. |
| | | SCREEN |
| | | SETPIX |
| | | COLORSET |
| | | <u>PSET</u> |
| 12. | 2. Correct syntax for PSET command: | |
| | | PSET (Col, Row), Color of the pixel |
| | | PSET (Row, Col), Color of the pixel |
| | | PSET (Color of the pixel), Col, Row |
| | | PSET (Color of the pixel), Row, Col |
| 13. | (Col, Ro | ow) in PSET command denotes: |
| | a. | Screen coordinate |
| | | Pixel column color |
| | | Pixel row color |
| | | None of these |
| 14. | | of the following is used to set the graphics mode? |
| | | SCREEN 13 |
| | | CLS |
| | | REM setting the graphics mode |
| | | PSET(50, 50), 14 |
| 15. | | command is used to draw a line on the QBASIC screen. |
| | a. | COLOR |
| | b. | DRAW |
| | | LINE |
| | d. | X1 to X2 |

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