

महाराष्ट्र शासन

शालेय शिक्षण व क्रीडा विभाग

राज्य शैक्षणिक संशोधन व प्रशिक्षण परिषद, महाराष्ट्र

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Question Bank

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सूचना

- फक्त विद्यार्थ्यांना प्रश्नप्रकारांचा सराव करून देण्यासाठीच
- २. सदर प्रश्नसंचातील प्रश्न बोर्डाच्या प्रश्नपत्रिकेत येतीलच असे नाही याची नोंद घ्यावी.

QUESTION BANK

XII COMPUTER SCIENCE (D9) – PAPER I

CHAPTER 1 – OPERATING SYSTEM

	MCQ – 1 Mark		
Q. No.	Question	Marking scheme	
1.	Operating system is a	1 mark for	
	i) hardware	correct	
	ii) software	alternative	
	iii) printer		
	iv) input device		
2.	'Open files' is a system call provided under of operating		
	system.	correct	
	i) Information management	alternative	
	ii) Process management		
	iii) Memory management		
	iv) GUI		
3.	Program under execution is known as	1 mark for	
	i) File	correct	
	ii) Information	alternative	
	iii) Data		
	iv) Process		
4.	is a service of memory management of operating system.	1 mark for	
	i) Copy a file	correct	
	ii) Suspend a Process	alternative	
	iii) Allocate a chunk of memory		
	iv) Open a directory		
5.	Windows 98 is a operating system.	1 mark for	
	i) Single user multitasking	correct	
	ii) Uni-programming	alternative	
	iii) Multiuser		
	iv) Multiprocessing		
6.	is a free operating system.	1 mark for	
	i) Unix	correct	
	ii) Linux	alternative	
	iii) Mac OS		
	iv) MS Windows		
7.	In Magnetic tapes access method is used.	1 mark for	
	i) Direct	correct	
	ii) Random	alternative	

	iii)	Sequential	
	iv)	Binary	
8.	Concentri	c circles on disk surface are known as	1 mark for
	i)	Tracks	correct
	ii)	Sectors	alternative
	iii)	Clusters	
	iv)	Paths	
9.		n to adjust the appropriate sector under read /write head in disk	1 mark for
		S	correct
	i)	Seek time	alternative
	ii)		
	iii)		
	iv)	Latency time.	
10	D : 1		1 1 0
10.		ivers are	1 mark for
	i)	Software programs	correct
	ii)	Viruses	alternative
	iii)		
	iv)	Devices used to run CD	
11.	A termina	l or VDU means	1 mark for
•	i)	Voice Doubling Unit	correct
	ii)	Visual Display Unit	alternative
	iii)	Very Dumb Unit	
	iv)	Video Display Utility	
		1 3	
12.	is a l	logical unit of data that operating system defines for its	1 mark for
	convenien	ice.	correct
	i)	Track	alternative
	ii)	Sector	
	iii)	Block	
	iv)	Plate	
13.	In multing	rogramming operating system, the number of processes running	1 mark for
13.		ously is known as	correct
		Context	alternative
	i) ii)	Index number	ancinative
	iii)	Threads	
	,	Degree of multiprogramming	
	iv)	Degree of muluprogramming	
14.	When a pr	rocess is waiting for an external event like I/O, it is in	1 mark for
		state.	correct
	i)	Running	alternative
	ii)	Blocked	
	iii)	Ready	
	iv)	Halted	

15.	In Non-p throughp	reemptive philosophy of process scheduling ut	1 mark for correct
	i)	Decreases	alternative
	ii)	Increases	ancinative
	iii)	Remains constant	
	iv)	Has no effect	
	10)	has no effect	
6.		process scheduling is most suitable for real time systems.	1 mark for
	i)	Slow	correct
	ii)	Non preemptive	alternative
	iii)	Preemptive	
	iv)	Single	
7.		is also known as light weight process.	1 mark for
	i)	Thread	correct
	ii)	Program	alternative
	iii)	Time slice	
	iv)	Operating system	
8.	Operating	g system maintains all the information about each process in a	1 mark for
		cture called	correct
	i)	Process List	alternative
	ii)	Process control block	
	iii)	Process schedule	
	iv)	Process philosophy	
9.	Memory	management service of operating system manages allocations of	1 mark for
			correct
	i)	Disk based memory	alternative
	ii)	Tape based memory	
	iii)	Main memory	
	iv)	Flash memory	
20.		is a non contiguous real memory management system.	1 mark for
	i)	Fixed partitioned	correct
	ii)	Variable partitioned	alternative
	iii)	Single contiguous	
	iv)	Paging	
21.	In	method of memory management system logical divisions	1 mark for
		ram are of variable sizes.	correct
	i)	Segmentation	alternative
	ii)	Paging	
	iii)	Variable partitioned	
	iv)	Fixed partitioned.	
22.	Wastage	of memory space within the partition is called as	1 mark for
•	i)	Compaction	correct
	ii)	Internal fragmentation	alternative
	iii)	External fragmentation	
	iv)	Dirty page	

23.	If page size of 4MB memory is 2 kb then the number of higher order bits	1 mark for
	on address bus, used to denote page numbers is	correct
	i) 8	alternative
	ii) 9	
	iii) 10	
	iv) 11	
24.	When a page which is not in main memory is reference then	1 mark for
	occurs.	correct
	i) Locality of reference	alternative
	ii) Page fault	
	iii) Dirty bit	
	iv) System crash	
25.	cannot work independently.	1 mark for
	i) Operating system	correct
	ii) Drivers	alternative
	iii) Virus	
	iv) Worm	
26.	spread more rapidly in computer networks but do not cause	1 mark for
	direct harm to computer system.	correct
	i) Worms	alternative
	ii) Memory resident virus	
	iii) Boot sector virus	
	iv) Bomb	
27.	control in GUI allows to select only one option from the given	1 mark for
	options.	correct
	i) Check button	alternative
	ii) Entry box	
	iii) Push button	
	iv) Radio button	
28.	is generally used in GUI to look at the information which is not	1 mark for
	currently visible on screen.	correct
	i) Menu bar	alternative
	ii) Scroll bar	
	iii) Push button	
	iv) Check button	
29.	is not an operating system.	1 mark for
	i) DOS	correct
	ii) WINDOWS	alternative
	iii) LINUX	
	iv) C++	
30.	is allotted to every process so that a process does not use the	1 mark for
	CPU indefinitely.	correct
	i) Context	alternative

	ii) Priority	
	ii) Priority iii) Time slice	
	iv) Process control block	
	TV) Frocess control block	
	3 marks Questions.	
Q.	Question	Marking
No. 1.	What is an Operating System? Write various functions of Operating	scheme Definition of
1.	System.	OS 1 mark
	System.	Any 4
		functions ½
		mark each
2.	Write in short about services provided by operating system, divided in	3 Services 1
	three different areas.	mark each.
	OR	
	Which are the three main areas in which the operating system divides its	
	services?	
3.	What is Memory Management? List services provided under it.	About MM 2
		marks
		2 services ½
		mark each
4.	What is system call? How system calls are used in application program?	Definition 1
		mark
		Use 2
~	XX '. ' 1 , 1'00 , 0 , 0 (XX' 1 , 00	marks
5.	Write in short different features of Windows 98.	Any 6 features
6.	What are features of Windows NT?	½ mark each Any 6 features
0.	what are readures of windows in i	½ mark each
7.	Write different features of Linux.	Any 6 features
/.	Write different readures of Emax.	½ mark each
8.	Write a short note on file system in operating system.	File system 1
0.	Or	mark
	What is file system in operating system?	2 types 1
	The state of	mark each
9.	What are two different modules of Information management system?	File system
	Write their functions in short.	Device Driver
	Or	1 ½ marks
	What are functions of file system and device management system(or	each.
	Device driver)	
10.	Write advantages of Disk based system over Tape based system.	Any 3
		advantages 1
		mark each
11.	Explain in short three different operations carried out while performing	(track
	read/write (or I/O) operation on disk.	selection,
		sector
		selection,
		read/write)

		3 operations 1
		mark each
12.	What is VDU? Explain what is dumb terminal and intelligent terminal?	VDU 1 mark
		Dumb and
		Intelligent
		terminal 1
		mark each
13.	Explain Video RAM and how it is used in terminal hardware.	Video RAM
	Or	and diagram 1
	Explain video RAM along with data byte and attribute byte.	mark
		Data byte 1
		mark
		Attribute byte
		1 mark
14.	Why terminal is called memory mapped? Explain the different memories	Reason 1 mark
	involved in input output operation between keyboard and the monitor.	4 memories ½
		mark each.
15.	Explain the following terms related to process management:	Each term 1
	i) Process	mark each
	ii) Context switching	
	iii) Degree of multiprogramming	
16.	Explain context switching in process management with the help of	Explanation 2
	suitable diagram	marks
		Diagram 1
		mark
17.	Explain three basic process states.	3 states 1 mark
		each.
18.	Explain the following terms related to process scheduling.	Each term 1
	i) Turnaround time	mark each.
	ii) Waiting time	
1.0	iii) Response time	
19.	Explain the following process scheduling objectives.	Each term 1
	i) Fairness	mark each.
	ii) Throughput	
20	iii) Good CPU utilization	T 1
20.	Explain Time slice, Preemptive and Non-preemptive philosophies of	Each term 1
21	process scheduling.	mark each.
21.	State names of any six memory management systems.	6 names ½
22		mark each
22.	Explain memory map of single user operating system.	Explanation 2
		½ marks
		Diagram ½
22	Evaloin single contiguous mamoru management system	mark Explanation 2
23.	Explain single contiguous memory management system	Explanation 2 1/2 marks
		Diagram ½ mark
24	Write limitations/ disadventeres of Fived portition?	3 limitations 1
24.	Write limitations/ disadvantages of Fixed partition?	
25	Evaluin in detail neging in memory management	mark each.
25.	Explain in detail paging in memory management	Explanation 2
		marks

		PMT diagram
		1 mark
26.	Explain the concept of virtual memory.	Correct answer 3 marks
27.	Explain three elements of acqueity	3 elements 1
21.	Explain three elements of security.	mark each
28.	What is security in terms of operating system? Discuss in brief threats to	Definition of
	security.	security 1
		mark
		Any 3 threats 1
		mark each
29.	What are computer worms? Explain how worms affect computer systems?	Definition 1
		mark
		Explanation 2
		marks
30.	What is computer virus? State various types of viruses.	Definition 1
		mark
		Any four types
		½ mark each.
31.	What is computer virus? How does it operate?	Definition 1
		mark
		Explanation 2
		marks
32.	Discuss virus detection, prevention and removal philosophies.	3 philosophies
		1 mark each.
33.	What is GUI? State any four advantages using GUI.	Meaning 1
		mark
		4 advantages
34.	What is CIII2 Evaluin in short one form fortunes of CIII	½ mark each.
34.	What is GUI? Explain in short any four features of GUI.	Meaning of GUI 1 mark
		4 features ½
		mark each.
35.	Explain following components of GUI.	mark cacii.
33.	i) Menu bar	Explanation of
	ii) Dialogue boxes	3 components
	iii) Option button	1 mark each
36.	Explain in brief the following programs of MS-Windows.	
	i) Program manager	
	ii) File manager	3 programs
	iii) Control panel	1mark each
	4 marks Questions	
Q. No.	Question	Marking scheme
1.	What is Information Management? List system calls in it.	About IM 2
-		mark
		Any 4 Calls
		1/2 mark each

2.	What is Process Management? List system calls in it	About PM 2
		mark
		Any 4 Calls
		1/2 mark each
3.	What are two different modules of Information management system?	File system
	Write their functions in short.	Device Driver
	Or	2 marks each.
	What are functions of file system and device management system(or	
	Device driver)	
4.	Explain in short the following terms related to magnetic disk	
	i) Track and sector	
	ii) Seek time	Each term 1
	iii) Latency time/ Rotational delay	mark each.
	iv) Transmission time	
5.	Explain any four file operations on file system of Information	Each operation
	Management system.	1 mark each.
6.	Explain Video RAM and how it is used in terminal hardware.	Video RAM
		and diagram 2
		marks
		Data byte 1
		mark
		Attribute byte
		1 mark
7.	Explain context switching in process management with the help of	Explanation
	suitable example.	with diagram 2
		marks
		Example 2
0	WI 1 11 0F 11 d 1 11 11 d	marks
8.	What is process scheduling? Explain any three scheduling objectives.	Process
		scheduling 1
		mark
		Any 3
		objectives
		explanation 1 mark each
9.	What is priority? Explain Internal, External and Purchased priorities.	Priority
۶.	what is priority: Explain internal, External and Futchased priorities.	definition
		1mark
		3 priorities 1
		mark each
10.	Explain the concept of Multithreading with suitable example.	Concept
10.	Explain the concept of Mandaneaung with suitable example.	explanation 3
		marks
		Example 1
		mark
11.	Write main functions of Memory management. State names of any four	2 functions 2
	memory management systems	marks
		4 system
		names ½ mark
		each
	I	Cucii

12.	What is partitioning of memory? Explain fixed and variable partitioning in memory management.	Partitioning meaning 1 mark Fixed and variable partitioning 1 ½ marks each.
13.	Write various steps involved in the allocation of partition in case of fixed partitioned memory management.	All correct steps 3 marks Diagram 1 mark
14.	Explain in detail segmentation in memory management system. Give suitable example.	Explanation 3 marks Example 1 mark
15.	Explain the following terms related to virtual memory management i) Locality of reference ii) Page replacement policy iii) Working set iv) Page fault	1 mark 1 mark 1 mark 1 mark
16.	Explain security aspect of operating system. And explain three main elements of security.	Security 1 mark 3 elements 1 mark each.
17.	Explain in short any four ways in which a system can be attacked in computing environment.	Any four ways 1 mark each
18.	Explain any four methods by which computer virus can infect the programs.	Four methods with explanation 1 mark each
19.	Differentiate between computer virus and worm.	Any four points 1 mark each
20.	List essential components of GUI. Explain in brief any three components.	List of 5 components 1 mark Explanation with diagram 1 mark each(one diagram with 3 components is considered correct.)
21.	Explain following controls of GUI. i) Push button ii) Radio button iii) Check button iv) Box control	1 mark 1 mark 1 mark 2 box controls 1/2 mark each

22.	In terms of GUI, what is window? Explain in short various operations	Explanation
	performed on a window.	for window
		with diagram 1
		mark
		3 operations 1
		mark each.

CHAPTER 2 - DATA STRUCTURE

Question NO.	Question	Marking Scheme
	MCQ	
1	is the Non – linear data structure.	1 Mark for correct
	i) Linked Listii) Arrayiii) Treeiv) Stack	alternative
2	Maximum number of nodes of symmetric binary tree with depth n is i) n ii) $\log n$ iii) n^2 iv) 2^{n-1}	1 Mark for correct alternative
3	Maximum number of nodes of symmetric binary tree with depth 6 is i) 64 ii) 63 iii) 6 iv) 31	1 Mark for correct alternative
4	The number of comparisons required for bubble sorting of an array of n elements are i) n (n-1)/2 ii) n/2 iii) log ₂ n iv) log ₁₀ n	1 mark for correct alternative
5	In data structure, an element can be inserted or deleted only at one end called top. i) Tree ii) Stack iii) Queue iv) Array	1 mark for correct alternative
6	The stack is called as type of data structure. i) LIFO ii) FIFO iii) SIFO iv) FISO	1 mark for correct alternative

7	The stack is called as type of data structure. i) LIFO ii) FIFO iii) SIFO iv) FISO	1 Mark for correct alternative
8	The Queue is called as type of data structure. i) LIFO ii) FIFO iii) QIFO iv) QISO	1 Mark for correct alternative
9	In a linked list, the link part contains i) Data of the next node ii) Address of the last node iii) Address of the next node iv) Array	1 Mark for correct alternative
10	The most efficient search algorithm is i) Linear ii) Binary iii) Pointer iv) Bubble	1 mark for correct alternative
	3 Marks Questions	
1	What is an array? How it is represented in memory?	Array – 1 mark Memory Representation – 2 marks
2	What is a record? How it is represented in memory using array?	Record – 1 mark Memory representation using array with example – 2 marks
3	What is a linked list? Draw a labelled diagram of a linked list with at least six nodes.	Link list – 1 mark Labelled diagram – 2 marks
4	What is linked list? State its advantages over array.	Link List — 1 mark Any 4 advantages — 2 marks
5	How linked lists are represented in memory ?	Memory representation of link list with diagram – 3 marks

6	Explain insertion and deletion of element from linked list with example.	Insertion – 1 ½ marks Deletion – 1 ½ marks
7	Explain Stack and Queue with suitable example. OR Explain LIFO and FIFO systems with suitable example	Stack / LIFO 1 ½ marks Queue / FIFO 1 ½ marks
8	Explain the following terms related with tree. a) Level Of Tree b) Depth / Height c) Degree	Each Term – 1 mark
9	What is a binary tree? With suitable example show the relationship between the total number of nodes and depth of the tree.	Binary tree definition – 1 mark Relationship with diagram – 2 marks
	4 Marks Questions	
1	What is inserting? Explain insertion of an element in an array with algorithm and example.	Inserting – 1 marks Algorithm with example – 2 marks
2	What is deleting? Explain deletion of an element in an array with algorithm and example.	Deletion – 1 marks Algorithm with example – 2 marks
3	Explain bubble sort algorithm with suitable example.	Algorithm 2 marks Example 2 marks
4	Explain linear search algorithm with suitable example.	Algorithm 2 marks Example 2 marks
5	Explain binary search algorithm with suitable example	Algorithm 2 marks Example 2 marks
6	What is a tree? Define the terms root, leaf, child, siblings related to tree.	Tree diagram with explanation of terms – 4 marks
7	What is binary tree ? Draw a binary tree structure for the following expression. $E = (x + y) / [(p * q) - r]$	Binary tree – 1 mark Correct Tree structure – 3 marks

8	What is a complete binary tree ? Draw a binary tree structure for the following expression. $E = (2a + b) / (a + b)^2$	Complete Binary tree – 1 mark Correct Tree structure – 3 marks
9	What is extended binary tree ? Draw a binary tree structure for the following expression. $E = (\ (\ p-q\) + (m+n)\)\ /\ p$	Extended Binary tree – 1 mark Correct Tree structure – 3 marks
10	What is binary search tree ? Draw a binary tree structure for the following expression. $P = (\ (\ a+2b\)^2 - c/d$	Binary search tree - 1 mark Correct Tree structure - 3 marks

CHAPTER 3 – C++

MCQ - 1 Mark			
Q. No.	Question	Marking Scheme.	
1.	is not a derived data type in C++.	1 mark for correct alternative	
	i. Functions		
	ii. Array		
	iii. Pointer		
	iv. Class		
2.	is not the feature of Object Oriented programming.	1 mark for correct	
	i. Polymorphism	alternative	
	ii. Data abstraction		
	iii. Operator Overloading		
	iv. Top down approach.		
3.	If all the visibility labels are missing, then by default members of a	1 mark for correct	
	class are.	alternative	
	i. Public		
	ii. Private		
	iii. Protected		
	iv. Void		
4.	In C++, is an extraction operator	1 mark for correct	
	i. <<	alternative	
	ii. >>		
	iii. ++		
	iv. &&		
5.	In C++, operator cannot be overloaded.	1 mark for correct	
	i. +	alternative	

	··· •	
	ii. *	
	iii. ::	
	iv. /	
6.	To access the data members of one class in another class we must use	1 mark for correct
	between the two classes.	alternative
	i. Friend function	
ĺ	ii. Inline function	
	iii. Operator function	
	iv. Constructor function.	
7.	is not a keyword in C++	1 mark for correct
, .	i. main	alternative
ĺ	ii. void	ancinative
	iii. int	
ĺ		
	iv. case	
7.	When a class is made, it takes all the necessary care to see	1 mark for correct
	that only one copy of that class is inherited in the derived class.	alternative
	i. Abstract	
	ii. Base	
	iii. Derived	
	iv. Virtual	
8.	is not a floating data type in C++	1 mark for correct
		alternative
	i. float	
	ii. double	
	iii. none of the above	
	iv. both i and ii.	
	iv. both i and ii.	
10.	In public derivation, protected members remain in the	1 mark for correct
	derived class.	alternative
	i. public	
	ii. protected	
	iii. private	
	iv. Not-inherited.	
11.	is not an inheritance in C++	1 mark for correct
	i. Multiple	alternative
	ii. Multilevel	
	iii. Hybrid	
	iv. Virtual	
12.	is not a part of polymorphism in C++	1 mark for correct
12.	i. Operator overloading	alternative
	ii. Function overloading	ancinative
1	iii. Virtual function	
l	III. VIITUAI TUIICUOII	1
	iv Inhoritonee	
	iv. Inheritance	
13.	iv. Inheritance Early or static binding in C++ is supported by	1 mark for correct
13.		1 mark for correct alternative

	iii.	Both i and ii	
	iv.	None of the above.	
14.	In C++ _	is an exit control loop.	1 mark for correct
	i.	While	alternative
	ii.	Do While	
	iii.	For	
	iv.	If	
15.		is used to give an additional task to an already	1 mark for correct
	existing of	pperator.	alternative
	i.	Constructor function	
	ii.	Operator function	
	iii.	Default constructor	
	iv.	Parameterized constructor.	
16.		is not built in data type in CLL	1 mark for correct
10.	i.	is not built in data type in C++.	alternative
	ii.	void	anemanve
	iii.		
		class	
1.7	iv.	double	1 1 0
17.		is not a visibility label	1 mark for correct
	i.	public	alternative
	ii.	private	
	iii.	protected	
1.0	iv.	virtual	1 1 0
18.		n int data type in C++ is	1 mark for correct
	i.	1 Byte	alternative
	ii.	2 Byte	
	iii.	4 Byte	
	iv.	8 Byte	
19.	When we	want read data from a file, we must open the file in	1 mark for correct
		mode.	alternative
	i.	output	
	ii.	input	
	iii.	trunc.	
	iv.	append.	
20.		is not an operator in C++	1 mark for correct alternative
	i.	sizeof	
	ii.	new	
	iii.	delete	
	iv.	MOD	
21.		* ptr)++ implies(where ptr is a pointer	1 mark for correct
_1.)	where per is a pointer	alternative
	i.	Content of memory location are incremented by one	
	ii.	Memory location in incremented by one.	
		None of the above	
	111	INVIDUALITY ALVANO	
	iii. iv.	Both i and ii.	

Q.	Question	Marking Scheme.
No.		-
1	Draw a chart diagram showing the different data types in C++.	Proper Chart
2.	Write a short note on Insertion operator Extraction operator Scope resolution Operator	1 Mark 1 Mark 1 Mark
3.	Write a short note on inline functions in C++.	Correct explanation 3 marks
4.	Explain default arguments with suitable example.	Correct explanation 3 marks
5.	What are arrays in C++? Explain with example.	Explanation, syntax and example of array.
6.	What are pointers? Give different advantages of pointers.	Pointer Explanation 1 mark, and advantages 2 marks.
7.	Write a short note on 1. Call by value 2. Call by reference	Explanation Of call by value 1 Mark, call by reference using pointers and reference variables 2 Marks.
8.	Explain with example what are classes? Give general form of class declaration.	class explanation with syntax and example. General form required 3 marks.
9.	Write a short note on friend function. Give characteristics of friend function.	1 Mark ½ marks for 2 characteristics
10.	Write any six rules of virtual functions.	Any six rules ½ mark each.
11.	Explain input and output streams in C++.	Explain input/output stream 2 marks and diagram 1 mark.
12.	Write a short note on following classes 1. ifstream 2. ofstream 3. fstream	1 mark for each class
13.	Write a short note on following classes 1. filebuf	1 mark for each class

	2. fstreambase	
	3. fstream	
14.	What is function overloading? Give suitable example for function	Definition and
	overloading.	example required.
15.	With a suitable example explain array of objects in C++.	Example and
		explanation.
	4 Marks Question	
Q.	Question	Marking Scheme.
No.		
1.	What are constructors? Give characteristics of constructor.	Constructor with
		syntax.
		Characteristics
2	Wil at 1 1 2 Co. 20 W/4 2 11 1' 1 1' 1' 1' 1' 1' 1' 1' 1' 1' 1' 1	½ marks each
2.	What is inheritance in C++? With a suitable diagram explain different	Inheritance 1 Mark
3.	types of inheritances in C++. What is polymorphism in C++? Explain different types of	Types½ mark
3.	polymorphism in C++.	Polymorphism 1Mark
	porymorphism in C++.	2 Types 1 ½ Mark
4.	What is operator overloading? Explain with a suitable example.	Operator function
т.	What is operator overloading. Explain with a suitable example.	explanation, syntax
		and example
5.	What are different rules of Operator Overloading.	½ marks for each
υ.	what are different rates of operator overrounding.	rule
6.	Write a short note on memory management operator.	2 Marks for new
	, and the second	2 Marks for delete.
7.	Explain any four, control structure in C++.	Any four
		if, if else. while, do
		while, switch, for.
8.	With a suitable example explain how we can write a function inside a	Inside class
	class and outside a class.	function
		Outside with scope
		resolution op
9.	Write a short note on static data members and static member functions.	2 marks each for
1.0		proper explanation
10.	Explain with example parametrized and default constructors.	Examples of both.
11.	Write a short note on type conversion in C++. Explain any one with an	Three types and
	example.	any one
10	Liet different file and decree in the Control	Example.
12. 13.	List different file modes available in C++. Write a short note on	Any eight modes
13.		Droper Explonation
	1. seekp()	Proper Explanation
	2. seekg() 3. tellp()	
	4. tellg()	
14.	Explain following functions	Proper Explanation
11.	1. put()	2 Topor Explanation
	2. get()	
	- 5**(/	1
	3. write ()	

15.	Explain the following operators in C++.	Proper list and
	1. Arithmetic operator	explanation.
	2. Relational operator	
	3. Assignment operator	
	4. Conditional operator	
16	Write a short note on following string functions in C++	
	1. strlen()	
	2. strcat ()	
	3. strcmp()	
	4. strtrunc()	
		·

5 Marks Programs

Q.	Question	Marking Scheme.
No.		D 11
1.	Write a program in C++, to find max of two numbers using if else	Program with
	control structure	proper logic and
		correct syntax.
2.	Write a program in C++, to find maximum and minimum of two	Program with
	numbers using conditional operator.	proper logic and
		correct syntax.
3	Write a program in C++, to find if the given year is leap year or not	Program with
	using if else control structure	proper logic and
		correct syntax.
4.	Write a program in C++, to find factorial of a given number using for	Program with
	loop.	proper logic and
		correct syntax.
5.	Write a program in C++, to print the sum of first 100 natural numbers	Program with
	using for control structure	proper logic and
		correct syntax.
6.	Write a program in C++, to print first 15 terms of Fibonacci series	Program with
		proper logic and
		correct syntax.
7.	Write a program in C++, to read array of 10 elements and print its sum.	Program with
		proper logic and
		correct syntax.
8.	Write a program in C++, to find factorial of a given number using	Program with
	function	proper logic and
	void fact (int);	correct syntax.
9.	Write an Object Oriented Program in C++, to implement inventory	Program with
	class to calculate total price of number of items purchased.	proper logic and
	prior of national particles of notice particulars.	correct syntax.
10.	Write an Object Oriented Program in C++, to find the GCD of two	Program with
	given numbers	proper logic and
	D	correct syntax.
11.	Implement a class fact, to find the factorial of a given number.	Program with
11,	implement a class fact, to find the factorial of a given number.	proper logic and
		correct syntax.
		correct symax.

12.	Write an Object Oriented Program in C++, to implement circle class to find area and circumference of a circle using functions void area(), void circum().	Program with proper logic and correct syntax.
13.	Write a program in C++ to find the no of occurrences of character 'a' in the given string.	Program with proper logic and correct syntax.
14.	Write a Program in C++, to reverse a given string.	Program with proper logic and correct syntax.
15.	Implement class temperature to convert degree Fahrenheit (F) to degree Celsius (C). Using formulae C = (F -32/9)*5.	Program with proper logic and correct syntax.
16.	Write a program in C++, to find the largest number in an array of 10 integers.	Program with proper logic and correct syntax.
17.	Write a program in C++, to check if the given number is a prime number .	Program with proper logic and correct syntax.
18.	Write a program in C++, to calculate x ^y , using the function void power (int, int);	Program with proper logic and correct syntax.
19.	Write a program in C++, to count the number of words in a line of text.	Program with proper logic and correct syntax.
20.	Write a program in C++, to swap two integers using function void swap (int &, int&);	Program with proper logic and correct syntax.

CHAPTER 4 - HTML

Quest	Question	Marking Scheme
ion		
NO.		
	MCQ	
1	The attribute of IMG tag is used to insert image on the web	1 mark for correct
	page.	alternative
	i) <alt></alt>	
	ii) <src></src>	
	iii) <href></href>	
	iv) <url></url>	
2	To insert a line break in HTML code tag is used.	1 mark for correct
	i) <hr/>	alternative
	ii) <cb></cb>	
	iii) 	
	iv) <tt></tt>	

3	To display definition list on web page tag is used.	1 mark for correct
	i) 	alternative
	ii) 	
	iii) 	
	iv> <dl></dl>	
4	The long form of HTLM is	1 mark for correct
	i) Hypertext Markup Language	alternative
	ii) Hypertext Marking Language	
	iii) Higher Text Markup Language	
	iv) High Text Mostly Language	
5	To merge columns of a table attribute of TABLE tag is used.	1 mark for correct
	i) <rowspan></rowspan>	alternative
	ii) <mergecol></mergecol>	
	iii) <colsapn></colsapn>	
	iv) <mcol></mcol>	
6	To merge rows of a table attribute of TABLE tag is used.	1 mark for correct
U	i) <rowspan></rowspan>	alternative
	ii) <mergerows></mergerows>	anternative
	ii) < COLSAPN>	
	iv) <mrow></mrow>	
7	<a>A> tag has attribute which defines the URL of the document to	1 mark for correct
,	be linked.	alternative
	i) SRC	antennative
	'	
	ii) HREF iii) VREF	
	,	
	iv) REF	
8	To scroll the text tag is used.	1 mark for correct
	i) <roll></roll>	alternative
	ii) <marquee></marquee>	
	iii) <hr/>	
	iv) <rr></rr>	
9	HTML tag is used to insert horizontal rule on Web page.	1 mark for correct
	i) <hr/>	alternative
	ii) <rule></rule>	
	iii) <p></p>	
	iv) <tr></tr>	
10	Border attribute is used in HTML tag.	1 mark for correct
	i) <p></p>	alternative
	ii) <table></table>	
	iii) <alt></alt>	
	iv) <title></th><th></th></tr></tbody></table></title>	

12	attribute of <body> tag is used to place image as background of Web page. i) <bgimg> ii) iii) <background> iv) <backimg> attribute of <body> tag is used to ser background color of Web</body></backimg></background></bgimg></body>	alternative 1 mark for correct	
	page. i) <bclor>> ii) <color> iii) <backgroundcolor> iv) <bgcolor></bgcolor></backgroundcolor></color></bclor>	alternative	
	3 Marks Questions		
1	Explain in short the general structure of HTML web page.	Document structure tags <html>, <head>, <body> With page payout diagram</body></head></html>	
3	Explain the use of following HTLM tags with example. a) <small> b) <tt> c) <strike></strike></tt></small>	For each tag Use - ½ mark Example – ½ mark	
4	Explain the use of following HTLM tags with example. a) _{b) ^{c) <pre></pre>}}	For each tag Use - ½ mark Example – ½ mark	
5	Explain the use of following HTLM tags with example. a) <p> b) c) <hr/></p>	For each tag Use - ½ mark Example – ½ mark	
6	Explain the use of following HTLM tags with example. a) b) c) <big></big>	For each tag Use - ½ mark Example – ½ mark	
7	Explain the use of following HTLM tags with example. a) b) c) <a>	For each tag Use - ½ mark Example – ½ mark	
8	Explain the use of following HTLM tags with example. a) <th> b) <rowspan> c) <colspan></colspan></rowspan></th>	b) <rowspan> c) <colspan></colspan></rowspan>	For each tag Use - ½ mark Example – ½ mark

9	Explain the use of tag ? Or	Use of tag -1mark
	How ordered lists are created in HTML?	Example HTML code – 1 mark
		Show Output – 1 mark
10	Explain the use of tag ? Or	Use of tag -1mark
	How unordered lists are created in HTML?	Example HTML code – 1 mark
		Show Output – 1 mark
11	What are nested lists? How nested lists are created in HTML?	Nested lists and their creation with example – 3 marks
12	Explain the use of <rowspan> and <colspan> attributes of <table> tag.</table></colspan></rowspan>	<rowspan> - 1 1/2 marks <colspan> - 1 1/2 marks</colspan></rowspan>
	5 Marks Questions	

```
1
    Write output of the following HTML code.
                                                         Correct output
                                                         5 Marks
      <html>
        <body>
           <h2> Programming Languages </h2>
            type="A">
               Low Level
                 \langle ul \rangle
                     Machine Language
                     Assembly Language
                 High Level
                  \langle ul \rangle
                     Procedural Language
                     Object Oriented language
                   </01>
          </body> </html>
2
    Write the output of the following HTML code.
                                                         Correct output
                                                         5 Marks
     <html>
      <body>
        <center> <h1> H.S.C. Exam </h1> </center>
         <i> Subject :- Computer Science
    </i>
         <b> Theory & Practical Exam </b>
          <u> 200 Marks </u>
     </body>
    </html>
```

```
Write output of the following HTML code.
                                                  Correct output
3
                                                  5 Marks
    <html>
    <head> <title> Computer Shop </title></head>
      <body>
        <h2> Megastar Company </h2>
      Address : Surya Complex , Delhi
    <h4> Deals in </h4>
    <u1>
       Software
       Hardware
       Peripherals
     </body>
    </html>
4
    Write the output of the following HTML code.
                                                  Correct Output
                                                  5 Marks
    <html>
      <body>
        <h2>H.S.C. Exams </h2>
        <u> Paper 1 </u>
          <u> Paper 2 </u>
        50 Marks
        50 Marks
         </body> </html>
```

5	Write HTML code to obtain the following output.			Correct HTML Code
	Data type	esin C++		5 Marks
		• F • C 2. Derived • A • F	ental nteger loat character rrays unctions ointers	
6	Write HTML code to	o obtain the follo	wing output.	Correct HTML Code
6	Write HTML code to	o obtain the follow	wing output. State Bird	Code
6		T		
6	State	State Animal	State Bird	Code
6	State Maharastra	State Animal Shekru	State Bird Harial	Code
7	State Maharastra Karnataka	State Animal Shekru Elephant Lion	State Bird Harial Indian Roller Greater Flemingo	Code
	State Maharastra Karnataka Gujrat	State Animal Shekru Elephant Lion	State Bird Harial Indian Roller Greater Flemingo wing output.	Correct HTML Code
	State Maharastra Karnataka Gujrat	State Animal Shekru Elephant Lion	State Bird Harial Indian Roller Greater Flemingo wing output.	Code 5 Marks Correct HTML
	State Maharastra Karnataka Gujrat Write HTML code to	State Animal Shekru Elephant Lion ABC College Number of Seats	State Bird Harial Indian Roller Greater Flemingo wing output.	Correct HTML Code

8	Write H7	ΓML code	Correct HTML Code			
			With Amul Butter With Cheese		5 Marks	
	Pav	Pav – Bhaji	Rs 120 /-	Rs 1	30 /-	
	,				pav Jodi free	
9	Write HTML code to obtain the following output.					Correct HTML Code
			Year			5 Marks
			1998	1999	2000	
	Cala	Unit	500	700	1000	
	Sale	Income	3000	4000	7000	
10	Write H7	ΓML code	to obtain the f	ollowing out	put.	Correct HTML Code
10	Wille III	T		21 1 1		
10	Witte III		(Students		5 Marks
10	Year	,	Boys	Students Girls	Total	5 Marks
10				-	Total	5 Marks