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Part III — COMPUTER SCIENCE
(Vocational Component under General Stream)
 (English Version)

Time Allowed : 3 Hours]

[Maximum Marks : 150

- Note :**
- i) Candidates should answer *all* the questions in **PART - I** (Objective type) (1 to 75) in the separate OMR Answer Sheet supplied. (Refer instructions given in the OMR Answer Sheet)
 - ii) The number of the sign ' — ' (dash) as found in the right-hand top corner of the Question Paper (i.e.,

—

 (1) or

— —

 (2) or

— — —

 (3) or

— — — —

 (4) should be shaded in the OMR Answer Sheet using HB Pencil.
 - iii) Time allotted for answering question numbers 1 to 75 is first 75 minutes.
 - iv) **Parts - II and III** questions (76 to 110) should be answered in the main answer-book.

PART - I

Choose the correct answer :

75 × 1 = 75

1. Which of the following keys is pressed to move the insertion point one word left in StarOffice Writer ?

A) Ctrl + Left arrow	B) Alt + Left arrow
C) Shift + Left arrow	D) Tab + Left arrow
2. The shortcut key for cut option in StarOffice Writer is

A) Ctrl + c	B) Ctrl + t
C) Ctrl + x	D) Ctrl + u.

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25. Which icon is pressed to display the records in original order after sorting ?
- A) Remove filter/sort B) Remove sort
C) Sort remove D) Remove sort/filter.
26. Reducing the colour depth to less than how many colours results the image to look murky ?
- A) 254 B) 263
C) 255 D) 256.
27. MMS stands for
- A) Multimedia Mailing Services
B) Multimedia Messaging System
C) Multimedia Mailing System
D) Multimedia Messaging Services.
28. GIF is expanded as
- A) Graphic Interchange File B) Graphic Interchange Format
C) Graphic Information File D) Graphic Information Format.
29. The Real Audio Format has the extension
- A) .rm or .rF B) .ram or .rF
C) .rm or .ram D) .rm or .rads
30. AVI format was developed by
- A) IBM B) Microsoft
C) Apple D) Macromedia.
31. Which key is pressed to create a new presentation using a template ?
- A) SHIFT + ALT + N B) SHIFT + CTRL + N
C) CTRL + ALT + N D) SHIFT + TAB + N.

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48. Which of the following is used to separate a set of actual parameter function ?
- A) , (comma) B) ; (semi-colon)
- C) . (dot) D) & (and)
49. The return type of the function prototype `fact ( float, char, double ) ;` is
- A) char B) float
- C) int D) double.
50. Which of the following is called scope resolution operator ?
- A) & B) *
- C) :: D) ? :
51. Which of the following is derived data type in C++ ?
- A) int B) float
- C) array D) char.
52. The size of array should always be
- A) negative B) positive
- C) char D) float.
53. How many parameter(s) does `write( )` function take ?
- A) One B) Three
- C) Four D) Two.
54. Which of the following is the most important feature of C++ ?
- A) Function B) Array
- C) Pointer D) Class.
55. How many parts does class specification have ?
- A) Two B) Three
- C) Four D) Six.

Note : Read the following snippet and answer the questions 64 & 65 :

```
class simple
{
    private :
        int x ;
    public :
        simple (int y)
        { x = y ; }
};

void main( )
{
    simple s(6) ;
}
```

64. How many objects are created ?

- | | |
|------|-------|
| A) 0 | B) 7 |
| C) 1 | D) 6. |

65. What type of constructor is used in the snippet ?

- | | |
|------------------|-----------------------|
| A) Parameterized | B) Copy |
| C) Default | D) Non-parameterized. |

66. How many destructors can be defined in a class ?

- | | |
|------|-------|
| A) 3 | B) 2 |
| C) 4 | D) 1. |

67. What must be used between derived and visibility modes ?

- | | |
|-------|------|
| A) :: | B) : |
| C) ; | D) ! |

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PART - II

Answer any *twenty* questions in *one* or *two* sentences each :

20 × 2 = 40

76. How to work with multiple documents in StarOffice Writer ?
77. What is meant by header and footer ?
78. List any four advantages of electronic spreadsheet.
79. Write a note on date arithmetic feature of StarOfficeCalc with example.
80. Write in brief about hierarchical database.
81. Write a note on DataBase Management System.
82. Define compression and write note on its types.
83. Write a note on inline sound and video.
84. What is slide transition ?
85. How to insert, delete, rename slide in presentation ?
86. Define Polymorphism.
87. Write a short note on identifiers in C++
88. List any four punctuators in C++ and write a line about them.
89. Write a note on impact of modifiers in C++
90. Write a brief note on break and continue statements.
91. Give the general syntax and example for function prototype.
92. Write a note on write() in C++

93. How does an array behave when passed to a function ?
94. Define data hiding.
95. Write a note on static data members in C++
96. How are functions invoked in function overloading ?
97. List the functions of constructor.
98. List the advantages of inheritance.
99. What is meant by e-banking ?
100. What is meant by theft of computer time ?

PART - III

Answer any *seven* of the following questions in *five to ten* sentences each :

$$7 \times 5 = 35$$

101. How to carry out spelling check after the entire document is typed ?
102. What are the various functions of the icons in the table formatting toolbar ?
103. Explain how to insert objects in StarCalc worksheet.
104. How to generate a series of values using spread sheet in StarOfficeCalc ?
Explain with example.
105. Explain the various steps involved in manipulation of database.
106. Explain entry-check loop with suitable example.
107. With suitable example, explain call by reference in C++
108. List the rules for operator overloading.

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109. Debug the following C++ program :

```
#include<iostream.h>
class base
{
base()
{
cout<<"\nConstructor of base";
}
;base()
{
cout<<"\nDestructor of base";
}
}
class derived::public-base
{
public
derived()
{
cout<<"\nConstructor of derived";
}
!derived()
{
cout<<"Destructor of derived";
};
};
class derived:publicly derived2
{
public:
derived2()
{
cout<<"\nConstructor of derived2";
}
!derived2()
{
cout<<"\nDestructor of derived2";
}
};
void base()
{
x.derived2;
xl.derive;
};
```


110. Write the output for the following C++ program :

```
#include<iostream.h>
#include<conio.h>
class distance
{
int feet, inches ;
public:
void dist_assign(int f,int i)
{
feet=f ;
inches=i;
}
void display()
{
cout<<"\nFeet:"<<feet<<"\nInch:"<<inches;
}
distance operator+(distance d2)
{
distance d3;
d3.feet=feet+d2.feet;
d3.inches=(inches+d2.inches)%12;
d3.feet+=(inches+d2.inches)/12;
return d3;
}
};
void main()
{
distance d1,d2,d3;
d1.dist_assign(24,11);
d2.dist_assign(12,1);
d3=d1+d2;
d1.display();
d2.display();
d3.display();
getch();
}
```
