



BANGALORE INTERNATIONAL HIGH-ICSE
ANNUAL PRACTICE WORKSHEET 2019-20
Subject: Computer Applications

Grade: V

Project : 20
Practicals : 30
Theory : 50
Max Marks :100

Date: 17.03.2020

Time: 2 hours

General Instructions:

- Read the questions carefully.
- All the sections and questions are compulsory.
- Write the answers neatly and legibly.

Section A [20 Marks]

- I. Fill in the blanks: (5x1=5)**
1. Operation support system operates, monitors and analyse the telephone or computer _____
 2. Library management system is usually a _____ software.
 3. The movement of the sprite usually starts after clicking the _____
 4. The upper right corner of the stage in scratch has co-ordinates _____
 5. _____ were used in second generation computers.
- II. Multiple choice questions: - (6x ½ =3)**
1. Antivirus software is a _____ software:
a) Operation support system b) Utility c) application
 2. PDP 8 is an example of:
a) Minicomputer b) Microcomputer c) Supercomputer
 3. Since computer has _____ IQ, you have to ensure that the computer is provided with flawless program:
a) 100 b) 130 c) Zero
 4. _____ is a default sprite in scratch
a) Mat b) Rat c) Cat
 5. Which type of internet connection is especially in demand in urban households?
a) Dial-up modem b) Broadband c) Wi-Fi
 6. D in DSL stands for?
a) Data b) Digital c) Demand
- III. State true or false and Correct the false statement: - (6x ½ =3)**
1. The main computer network is known as the server.
 2. MS-PowerPoint helps to create forms and letters.
 3. Ctrl+Z shortcut is used to save a sprite project.
 4. You can directly remove commands from blocks and paste onto scripts area.
 5. Do not check the reliability of information on internet as it cannot be false information.
 6. Abacus was invented by Japanese.

IV. Write full forms of the following: (5x1=5)
1. ENIAC 2. EDSAC 3. DBMS 4. MTNL 5. VLSI

V. Give an example for the following: - (4x ½ =2)
1) Supercomputers
2) ISP
3) Utility Software
4) Application Software

VI. Give one word for the following:- (4x ½ =2)
1. First computer developed
2. A block using which you can take decision during animation
3. The thing that moves around
4. A utility to save files for emergency times.

SECTION-B[30 Marks]

I. Answer in a word or sentence: (5x1=5)
1. What do you mean by an operating system?
2. Define language translator or language processor.
3. Who developed scratch programming?
4. Define the term stage.
5. What is a punched card?

II. Define the following: (4x1=4)
1. File managers
2. Dial up modem
3. Scratch Programming
4. Microcomputers

III. Answer the following questions in brief: (3x2=6)
1. Differentiate between assembler and interpreter.
2. a) Define software. Mention its types
 b) List the characteristics of computers.
3. a) Define minicomputer.
 b) Mention the different types of computers.

IV. Answer the following in detail: - (5x3=15)
1. Briefly describe the types of broadband connections.
2. List different utility programs and write the functionality of the same.
3. a) What are the dimensions of the scratch stage and the centre co-ordinates?
 b) Between the "scratch programmer" and the "scratch program" which is smarter?
4. a) What do you mean by the term ISP?
 b) What are the features of third generation computers
5. What is the use of scanning of computers for virus? How do you launch backup utility?

.....ALL THE BEST.....