ಕರ್ನಾಟಕ ಪ್ರೌಢ ಶಿಕ್ಷಣ ಪರೀಕ್ಷಾ ಮಂಡಳಿ, ಮಲ್ಲೇಶ್ವರಂ, ಬೆಂಗಳೂರು – 560 003

KARNATAKA SECONDARY EDUCATION EXAMINATION BOARD, MALLESWARAM, BANGALORE - 560 003

ಎಸ್.ಎಸ್.ಎಲ್.ಸಿ. ಪರೀಕ್ಷೆ, ಜೂನ್ – 2017

S. S. L. C. EXAMINATION, JUNE, 2017

ಮಾದರಿ ಉತ್ತರಗಳು

#### **MODEL ANSWERS**

ದಿನಾಂಕ : 17.06.2017 ]

Date : 17. 06. 2017 ]

ಸಂಕೇತ ಸಂಖ್ಯೆ : 74

CODE NO. : 74

ವಿಷಯ : ಎಲಿಮೆಂಟ್ಸ್ ಆಫ್ ಕಂಪ್ಯೂಟರ್ ಸೈನ್ಸ್

## Subject : ELEMENTS OF COMPUTER SCIENCE

( ಹೊಸ ಪಠ್ಯಕ್ರಮ / New Syllabus )

( ಪುನರಾವರ್ತಿತ ಶಾಲಾ ಅಭ್ಯರ್ಥಿ/ Regular Repeater )

[ ಗರಿಷ್ಠ ಅಂಕಗಳು : 90

[ Max. Marks : 90

Qn. Nos.	Sub. Qn.No.	Value Points	Marks
1.	i)	flowchart	1
	ii)	byte	1
	iii)	rectangle	1
	iv)	label	1
	v)	input function	1
	vi)	\n	1
	vii)	token	1
	viii)	auto	1
	ix)	documentation section	1
	x)	arithmetic expression.	1

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CCE RR

Nos.       UR.No.         2.       a)       Computer is an electronic device used for information processing. It accepts the data & instructions, stores in its memory, processes & gives the desire results.       2         b)       Advantages of computer : <ul> <li>i) Large memory</li> <li>ii) High speed</li> <li>iii) Accuracy &amp; Reliability</li> <li>iv) Maintenance is easy</li> <li>v) Diligence</li> <li>vi) Consume less electricity</li> <li>vii) Long life.</li> <li>c)</li> </ul> c)         Block diagram of computer :           Image: Computer is an electron output in different fields         4           viii) Long life.         (1 ea           c)         Block diagram of computer :         Image: Computer is content output in different fields           iiii) Accuracy & Reliability         iiiii Accuracy         4	I			
3.       a)       The software which is used writing of stepwise instruction for the computer to carry out particular task efficiently and properly. The art of writing such stepwise       2			Value Points	Marks
3.       a)       The software which is used writing of stepwise       4         3.       a)       The software which is used writing of stepwise       4	2.	a)	-	
b)       Advantages of computer :         i)       Large memory         ii)       High speed         iii)       Accuracy & Reliability         iv)       Maintenance is easy         v)       Diligence         vi)       Consume less electricity         vii)       Useful in different fields         viii)       Long life.         c)       Block diagram of computer :         Image: Construction of the computer in the software which is used writing of stepwise instruction for the computer to carry out particular task efficiently and properly. The art of writing such stepwise				
i)       Large memory         ii)       High speed         iii)       Accuracy & Reliability         iv)       Maintenance is easy         v)       Diligence         vi)       Consume less electricity         vii)       Useful in different fields         viii)       Long life.         c)       Block diagram of computer :         Image: Control of the computer to carry out particular task efficiently and properly. The art of writing such stepwise			its memory, processes & gives the desire results.	2
ii) High speed         iii) Accuracy & Reliability         iv) Maintenance is easy         v) Diligence         vi) Consume less electricity         vii) Useful in different fields         viii) Long life.         c) Block diagram of computer :         Image: Comparison of the computer is the software which is used writing of stepwise instruction for the computer to carry out particular task efficiently and properly. The art of writing such stepwise		b)	Advantages of computer :	
iii) Accuracy & Reliability         iv) Maintenance is easy         v) Diligence         vi) Consume less electricity         vii) Useful in different fields         4         viii) Long life.         c) Block diagram of computer :         Image: Strategy of the strategy			i) Large memory	
iv) Maintenance is easy         v) Diligence         vi) Consume less electricity         vii) Useful in different fields         viii) Long life.         c)         Block diagram of computer :         Image: state stat			ii) High speed	
v)       Diligence         vi)       Consume less electricity         vii)       Useful in different fields         c)       Block diagram of computer :         Image:			iii) Accuracy & Reliability	
vi) Consume less electricity       4         vii) Useful in different fields       4         viii) Long life.       (1 ea         c)       Block diagram of computer :         Image:			iv) Maintenance is easy	
vii) Useful in different fields       4         viii) Long life.       4         c)       Block diagram of computer :         Image:			v) Diligence	
c)       Block diagram of computer :         Image: Comparison of computer in the software which is used writing of stepwise instruction for the computer to carry out particular task efficiently and properly. The art of writing such stepwise			vi) Consume less electricity	
c)       Block diagram of computer :         Image: Secondary       Image: Secondary         3.       a)         The software which is used writing of stepwise instruction for the computer to carry out particular task efficiently and properly. The art of writing such stepwise			vii) Useful in different fields	4
c)       Block diagram of computer :         Image: Control on the computer instruction for the computer to carry out particular task efficiently and properly. The art of writing such stepwise			viii) Long life.	(1 each)
3.       a)       The software which is used writing of stepwise instruction for the computer to carry out particular task efficiently and properly. The art of writing such stepwise				
instruction for the computer to carry out particular task efficiently and properly. The art of writing such stepwise		c)	Tuput Unit D Control Unit Arrithmetic Logic Unit Main Memory	4
	3.	a)	instruction for the computer to carry out particular task	
instruction is called as programming.			instruction is called as programming.	2

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Qn. Nos.	Sub. Qn.No.	Value Points	Marks
	b)	Flow chart Symbols	
		i) Input / output	
		ii) Flow lines $\xrightarrow{\uparrow}$	
		iii) Decision box	
		iv) Connector	4
	c)		
		Step 1 : Start	
		Step 2 : Input first number A $\boxed{\text{Tuput A}}$	
		Step 3 : Input second number $B$ [Input B]	
		Step 4 : Add the two nos. & $Total A+B$	4
		store it in total	
		Step 5 : Print total	
		Step 6 : Stop	
4.	a)	Dennis Ritchie found the C language at AT & T BELL	
••	aj	Laboratories of USA.	
			1 + 1 = 2
		COBOL is used for developing commercial applications.	1 + 1 = 2

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#### CCE RR

Qn. Nos.	Sub. Qn.No.	Value Points	Marks
	b)	Applications of 'C' language :	
		It can be used for :	
		i) Operating system	
		ii) Text Editors	
		iii) Database Management System	
		iv) Spread Sheets	4
		v) Accounting packages.	( 1 each )
	c)	Advantages of 'C' languages :	
		i) It is middle level language, suitable for developing	
		application software as well as system software	
		ii) It is a portable language	
		iii) Provides rich set of built-in functions	4
		iv) Provides wide variety of operators.	( 1 each )
5.	a)	An identifier is nothing but a variable or function or any	
		name. It is used to represent the name of memory	
		location into which numbers or data are stored.	
		i) Total marks — Valid	
		ii) 10th Std. — Invalid	
		iii) Sname — Valid.	2 + 3 = 5
	b)	<pre>#include<stdio.h></stdio.h></pre>	
		main( )	
		{	
		char sname [15]	
		int class;	
		float marks;	
		<pre>scanf ("%s%d%f", sname, &amp;class, &amp;marks);</pre>	
		<pre>printf ("%s%d%f", sname, class, marks)</pre>	
		}	5
6.	a)	An operator is a symbol which tells the computer to	
		perform certain mathematical & logical operations.	
		Types —	
		i) Arithmetic operator	
		ii) Unary operator	
		iii) Relational operator	
		iv) Equality operator	
		v) Logical operator	2 + 3
		vi) Assignment operator	(1 each)
		vii) Conditional operator (any three)	= 5

7	4
	т.

Qn. Nos.	Sub. Qn.No.	Value Points	Marks
	b)	<pre>#include<stdio.h></stdio.h></pre>	
		main()	
		{	
		<pre>int month, day, year, febdays; printf ("\n enter month &amp; year :")</pre>	
		<pre>scanf ("%d%d", &amp;month, &amp;year);</pre>	
		if (month == 2)	
		{	
		printf ("\n the month is february");	
		febdays = 28;	
		/*check for the possible leap year */	
		if (year %4) ==0	
		{	
		<pre>printf("\n it is leap year");</pre>	
		febdays = 29;	
		<pre>} printf ("\n Total no. of days is: %d",febdays);</pre>	
		<pre>}</pre>	
		}	
			5
7.	a)	In many programs we have to test the condition based on	
		the result in order to take next step. So the statement is	
		used to check the condition.	
		If else statement is used to find if it is true, what to do	
		and if it is false then what to do. In this we can write the	
		program for both the options.	2 + 3 = 5
	b)	#include <stdio.h></stdio.h>	
	, ,	main( )	
		{	
		int marks;	
		<pre>printf ("\n enter total marks :");</pre>	
		<pre>scanf ("%d, &amp;marks);</pre>	
		if $(marks >= 360)$	
		printf ("\n you got first class");	
		else if (marks >=300)	
		EISE II (MAIKS >= 300)	

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## CCE RR

Qn. Nos.	Sub. Qn.No.	Value Points	Marks
		<pre>printf ("\n you got second class");</pre>	
		else if (marks >= 210)	
		printf ("\n you pass")	
		else if (marks < 210)	
		<pre>printf ("\n you fail");</pre>	
		}	5
8.	a)	Function is sub-program which performs well defined	
		task. A sub-program defined in C is a function which	
		performs specified task and returns valuable results.	
		Example : i) printf()	
		ii) scanf()	2 + 2 = 4
	b)	main ( )	
		{	
		float ppl, rate, mppl, interest;	
		int time, i;	
		clrscr ();	
		<pre>printf ("\n enter principal amount :");</pre>	
		scanf ("%f", & ppl);	
		<pre>printf ("\n enter rate of interest :");</pre>	
		<pre>scanf ("%f", &amp; rate);</pre>	
		printf ("\n the no. of years :");	
		<pre>scanf ("%d", &amp; time);</pre>	
		<pre>mppl = ppl;</pre>	
		<pre>for (i=1, i&lt;= time; i++)</pre>	
		{	
		<pre>interest = mppl * rate/100;</pre>	
		<pre>mppl = mppl + interest;</pre>	
		}	
		printf ("\n the compound interest is %f",	
		<pre>mppl -ppl);</pre>	
		<pre>printf ("\n\n\n press any key");</pre>	
		getch ( )	
		}	6

Qn. Nos.	Sub. Qn.No.	Value Points	Marks
9.	a)	Short notes :	
		i) <u>Modem</u> :	
		It is an electronic device which is used to connect	
		the computer with internet. Analog signal received	
		from telephone has to be converted into digital	
		signal and send data to the computer. Modem is to	
		convert analog signal to digital & vice versa.	
		ii) <u>E-mail</u> :	
		It can take days to send a letter across the country	
		& weeks to go around the world. To save time &	
		money, more & more people are using electronic	
		mail (E-mail), a form of communication using the	
		internet. It is fast, easy & much cheaper than the	
		ordinary post.	
		iii) <u>Variable</u> :	
		A quantity, which may vary during program	
		execution is called variable. Each variable	
		represents a specific memory location whose	
		numbers or characters can be stored.	<u>_1 _1 _</u>
		<i>e.g.</i> : A = 10, sname = "Girl", marks = 25	$2\frac{1}{2} + 2\frac{1}{2} = 5$
	b)	<pre>#include<stdio.h></stdio.h></pre>	
		main( )	
		{	
		int n;	
		<pre>printf ("\n Enter one number :");</pre>	
		scanf ("%d", &n);	
		if $((n\%2) == 0)$	
		<pre>printf ("\n it is even number");</pre>	
		else	
		<pre>printf ("\n it is a odd number");</pre>	5

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