

# Model Test Paper

## Computer Application

### (12th Class)

Time: 3 hours

Theory: 60 Marks

#### Structure of Question Paper

1. There will be three sections of Question Paper (Part- A, Part- B, and Part- C).
2. In Part- A, there will be 3 Question from Question no. 1 to 3.
  - Question 1 will be of 8 (sub parts) Multiple choice type questions of one mark each.
  - Question 2 will be of 8 (sub parts) fill in the blanks type questions of one mark each.
  - Question 3 will be of 8 (sub parts) True/false or full form or shortcut key type questions of one mark each.
3. In Part -B, there will be 6 Questions from Question no 4 to 9, each question will be of 4 marks.
4. In Part –C, there will be 2 questions from Question no. 10 to 11, each question will be of 6 marks.
5. All questions of Part-A, Part-B, and Part-C are compulsory. However internal choice may be given in part-C.

#### **PART - A**

#### **Q 1 Multiple Choice questions**

**1 x 8 =8**

1. A software engineering concept, in which concepts are represented as "objects" is called \_\_\_\_\_.  
(a) Object Oriented (b) Class oriented  
(c) Concept oriented (d) None of these 1
2. Every program in C++ has \_\_\_\_\_ function, which is always called when your program first executes.  
( a) gets() (b) puts()  
(c) main() (d) None of these 1
3. Reserved words called \_\_\_\_\_ in C++ have predefined meaning to compiler.  
(a) Functions (b) classes  
(c ) Keywords (d) Inheritance 1
4. A group of characters that logically belong together is called \_\_\_\_\_.  
(a) Tokens (b) functions  
(c ) Objects (d) classes 1
5. Reserved memory locations to store values is called \_\_\_\_\_.  
(a) Class (b) variable  
(c ) Constant (d) Operator 1
6. A building block of a program is known as \_\_\_\_\_.  
(a) Statement (b) Expression  
(c ) Logic (d) Operator 1
7. \_\_\_\_\_ symbol that tells the compiler to perform specific mathematical or logical manipulations.

- |              |               |   |
|--------------|---------------|---|
| (a) Operator | (b) Symbol    |   |
| (c) Operand  | (d) Statement | 1 |
8. \_\_\_\_\_ is used to alter the meaning of the base type so that it more precisely fits the needs of various situations.
- |                |                |   |
|----------------|----------------|---|
| (a) Modifier   | (b) Conversion |   |
| (c) Identifier | (d) Modular    | 1 |

**Q 2 Fill in the blanks**

**1 x 8 = 8**

- \_\_\_\_\_ grants operations common to both input and output 1
- C++ allows at least \_\_\_\_\_ levels of nesting 1
- A function is a \_\_\_\_\_ that together perform a task. 1
- Variables that are declared inside a function or block are \_\_\_\_\_. 1
- If a function returns a value, it must have a \_\_\_\_\_ statement that specifies the value to return. 1
- The \_\_\_\_\_ keyword makes variable value stable 1
- An array as a \_\_\_\_\_ of the same type. 1
- An element in 2-dimensional array is accessed by using the \_\_\_\_\_. 1

**Q 3 True/ False**

**1 x 8 = 8**

- Array subscript is the same as the index. 1
- Array of strings in C++ is used to store a null terminated string which is not a character array. 1
- Classes have no similarities with data structures. 1
- An *object* is an instantiation of a class. 1
- A static member function can only access static data member. 1
- Member functions cannot be defined within the class definition. 1
- Information must be relevant to basic purposes. 1
- The connections (network links) between nodes cannot be established using wireless media. 1

**PART - B**

**4 x 6 = 24**

- Q 4 What is an Identifier? (4)
- Q 5 What is conditional Expression? (4)
- Q 6 What is a function? (4)
- Q 7 What is subscript? (4)
- Q 8 Define encapsulation? (4)
- Q 9 Explain the components of data communication? (4)

**PART - C**

**6 x 2 = 12**

- Q 10 Explain switch statement with example? (6)

**OR**

What is nested loop? Give Example?

- Q 11 What do you understand by the term Information Technology? Explain its need. (6)

**OR**

What are the advantages and disadvantages of computer network?

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