

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

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

Q 3 True/ False

1 x 8 = 8

1. Array subscript is the same as the index. 1
2. Array of strings in C++ is used to store a null terminated string which is not a character array. 1
3. *Classes* have no similarities with data structures. 1
4. An *object* is an instantiation of a class. 1
5. A static member function can only access static data member. 1
6. Member functions cannot be defined within the class definition. 1
7. Information must be relevant to basic purposes. 1
8. 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?
