

GREENLAWNS HIGH SCHOOL

FINAL EXAMINATION 2020-2021

COMPUTER SCIENCE (40 MARKS)

6th Std

TIME: 1 HOUR

- ALL THE ANSWERS ON THE COMPOSHEET
- NO NEED TO WRITE THE QUESTIONS. ONLY ANSWERS

SECTION A

1)	FILL IN	THE BLANKS:		(7 MARKS)
	a)	A microcomputer has a	as its CPU.	
	b)		is used to define the Sprite.	
	c)	Α	removes unwanted contents.	
	d)		E You I specially public and the state	
	e)	The actions that we can	perform on the files are called	M III
	f)	Memory and input/outp	ut circuits are mounted on a	
	g)	issued.	s used to show the output depending upon	the commands
2)	Name	the following:		(5 MARKS)
	a)	Programs that run on we	bpages (any two)	
	b)	This is the panel where y	ou will write you script using a predefined	set of instruction
		in Scratch.		
	c)	These are units of storag	e that contains data or information.	
	d)	In Pen Script, this comma	and is used to remove all line traces.	
	e)	These software compress	ses and collates the files so that less space	is occupied.
3)			search the following files:	(3 MARKS)
			th less and having any character after them	
	b)	Name that has one chara		
	c)	All files having good anyw		
4)			lse than correct the underlined word	(5 MARKS)
		Files are like containers t		
	b)) In Pen Script, the pen down command is used to make the copy of the sprites.		
	c)	The default sprite is a cat		
	d)	Shortcut key for Copy is C	TRL + X and Paste is CTRL + C	
	e)	Sorting means arranging	some data in an order.	

SECTION B

ı.	Write	short note on :	(4 MARKS)
	a)	Desktop computers	
	b)	Types of Views (of files and folders)	
II.	Answe		
	a)	What is so special about Scratch	(2 MARKS)
	b)	Write the basic features of Mainframe computers (four points)	(2 MARKS)
	c)	Differentiate between High Level Language and Low Level Language	
		(Three points each)	(3 MARKS)
	d)	Write the four ways of sorting the file	(2 MARKS)
	e)	What is the significance of "forever" and "if on edge bounce" blocks	(2 MARKS)
	f)	Write the basic features of Super computers (four points)	(2 MARKS)
	g)	What is Actions Library used for ?	(2 MARKS)
	h)	What is a sprite ?	(1 MARK)