Computer Fundamentals - 2011

Section-A (Objective Type Questions)

1. (i) Which number system is usually followed in a typical 32-bit computer?
       (a) 2   (b) 10   (c) 16   (d) 32

    (ii) Which device can understand difference between data and program?
       (a) input device   (b) output device
       (c) memory   (d) microprocessor

    (iii) Which device is used as the standard pointing device a graphical user environment?
       (a) keyboard   (b) mouse
       (c) Joystick   (d) Track ball

    (iv) Algorithm and flow chart help us to:
       (a) Know the memory capacity
       (b) Indentify the base of a number system
       (c) Direct the output to a printer
       (d) Specify the problem completely and clearly

    (v) The programs which are as permanent as hardware and stored in ROM is known as:
       (a) Hardware   (b) Software
       (c) Firmware   (d) ROM ware

Section-B (Short Answer Type Questions)

What is a computer?

Write any two characteristics of computer.

Explain working of the following devices:
   (a) Keyboard   (b) Scanners

Write the difference between Dot Matrix Printer and inkjet printer.

Give classification of programming languages.

Write a short note on assembly language.

What is meant by operating system?

Difference between Interpreter and compiler.

What is a flow chart?

Explain programming techniques & tools.

Section-C (Long Answer Type Questions)

Write a note on third generation computers.

Describe in detail, the types of computers.

Draw a block diagram showing the basic organization of a computer system. Also give description.

Describe the following in detail:
   (i) CRT monitor   (ii) Magnetic Tapes
   (iii) Bar code Reader   (iv) Plotters

9. What are the advantages and disadvantages of machine language?

Or How does a computer language differ from a natural language?

10. What is computer software? Differentiate system software with application software.

Or What is a multiprogramming operating system? How is it related to multitasking and real time system?

11. Define algorithm. State the characteristics of a good algorithm.

Or Draw a flow chart to find the largest of three given numbers.