



Class : III Student's Name: .....Roll. No. ....

Subject : Computer Date: 31.10.2020 Max. Marks: 50 Time: 2 Hrs.

Invigilator's Name:.....Sign:.....

**General Instruction:**

- The first 15 minutes have been allotted for reading this question paper. These 15 minutes have to be used by the candidates for thorough silent reading of the question paper. During this period, the students will not write any answer on the answer- book and the question paper. The students should start writing on the next stroke of the bell.
- Do not write any answer on the question paper.
- Write in neat and clean handwriting. All questions are compulsory

**• Choose the correct option.**

**(1x20=20 marks)**

Q.1 We get result through the .....devices. (1)

A. output      B. input      C. storage      D. software

Q.2 Computer can process vast amount of..... (1)

A. software      B. hardware      C. data      D. input

Q.3 Scanner is an output device. (1)

A. True      B. False      C. Both of these      D. None of these

Q.4 Match the column. (1)

(P) A wonder machine      (X) CPU

(Q) Part of computer that we can touch      (Y) Computer

(R) Control the whole computer system      (Z) Hardware

A.P-----X,Q-----Y,R-----Z

B.P-----Y,Q-----Z,R-----X

C.P-----Y,Q-----X,R-----Z

D.P-----X,Q-----Z,R-----Y

Q.5 Joystick is an .....device. (1)

A .output      B. input      C. storage      D.unit

Q.6 CD is a .....device. (1)

A. output      B. data      C. input      D.storage

Q.7 A set of instruction is known as..... (1)

A. data      B. program      C. monitor      D. CPU

Q.8 ALU stands for Add Logic Unit. (1)

A. True      B. False      C. Both of these      D. None of these

Q.9 Flow of information is done in control unit. (1)

A. True      B. False      C. Both of these      D. None of these

Q.10 Match the column. (1)

(P) Set of instruction      (X) microprocessor

(Q) CPU on a single clip      (Y) program

(R) CPU is small in size      (Z) microcomputer

A.P-----Y,Q-----Z,R-----X

B.P-----Y,Q-----X,R----Z

C.P-----X,Q-----Z,R-----Y

D.P-----X,Q-----Y,R-----Z

Q.11 LOGO is a .....language. (1)

A. graphics      B. powerful programming      C. foreign      D. home

Q.12 LOGO is not multi-tasking. (1)

A. True      B. False      C. Both of these      D. None of these

Q.13 We write LOGO command in the .....area. (1)

A. text      B. graphics      C. home      D. turtle

Q.14 Turtle draws the figures in the.....area. (1)

A. text      B. home      C. turtle      D. graphics

Q.15 Head is the tip of the triangle. (1)

A. True      B. False      C. Both of these      D. None of these

Q.16 This (  ) is a..... (1)

A. graphics      B. home      C. text      D. turtle

Q.17 LOGO language was designed by ..... (1)

A. Seymour Papert      B. Walt Disney      C. Dennis Ritchie      D. None of these

Q.18 LOGO commands are also called..... (1)

A. Apes      B. Early Men      C. Primitives      D. None of these

Q.19 The command used for clearing the field of the turtle is..... (1)

A. Cleartext      B. Clearscreen      C. Clearpatch      D. None of these

Q.20 LOGO cursor looks like this- (1)

A. /      B. ?      C. >      D. None of these

- **Answer the following questions from question 21 to 25 in 20 words. (2x5=10 marks)**

Q.21 What is hardware? (2)

Q.22 Write full form of ALU. (2)

Q.23 Write the definition of Text Area. (2)

Q.24 What is turtle? (2)

Q.25 Name the software component of the computer. (2)

- **Answer the following questions from question 26 to 30 in 30-50 words. (4x5=20 marks)**

Q.26 Name the four parts of computer. (4)

Q.27 Mention the main parts of the Central Processing Unit. (4)

Q.28 Mention few features of the new version of LOGO language. (4)

Q.29 State the difference between CS and CT. (4)

Q.30 Write the short names of the following primitives. (4)

i) FORWARD

ii) BACK

iii) CLEARSCREEN

iv) CLEARTEXT

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