Paper: _____Computer science_____		Total Marks: _____15
Month Test: ___3rd Term_____		Obt. Marks: _____
Theme/**Unit:** _____1,2,3_____		Grand Total: _____75
Objective/Subjective:	ID: _____	Time: _____
Name: _____	class: _____10th	Section: _____

Q.1   Circle the correct option.   (15)

1.Which is not a logical operator?

a) AND   b) OR   c) NEITHER   d) NOT

2. .... operators has the highest precedence?

a) ^   b) *   c) +   d) =

3. Type declaration character for integer variables?

a) !   b) %   c) #   d) $

4.The short key to run a program in GW-BASIC:

a) F4   b) F3   c) F2   d) F1

5. Statement temporarily stops the execution of a program:

  a) BREAK   b) END   c) PAUSE   d) STOP

6. Command continue the program whose execution was terminated temporarily:

  a) CONTINUE   b) CONT   c) RESTART   d) START

7. A veriable name must start with a(n):

a) Alphabet   b) Underscore   c) Digit   d) Alphabet or Underscore

8. FOR----NEXT is used to implement:

a) Iteration   b) selection   c) sequence   d) all

9. Typographical errors in BASIC statements are:

  a) Syntax error   b) Logical error   c) Execution error   d) Run time error

10...........task are performed by most of the algorithms?

  a) Input   b) Output   c) Processing   d) all of these

11. Occurrence of a........... error crashes the program.

  a) Syntax error   b) Logical error   d) Run time error   d) Execution error

12. GW-BASIC can operate in:

a) One mode   b) Two mode   c) Three mode   d) Several

13. In GW-BASIC program line can not have more then characters:

a) 233   b) 255   c) 355   d) 455

14. In GW-BASIC program each line separated by:

a) **;**   b) **:**   c) **"**   d) **+**

15. In GW-BASIC program F3 is used for:

a) create   b) Load   c) Execute   d) Save

SUBJECTIVE SECTION

Give short answer   (15*2=30)
1) Define control structure?
2) In how many modes, GW-BASIC can operate?
3) Write the procedure to load the program in GW-BASIC?
4) What are the type declaration characters?
5) Describe rule of naming variable in GW-BASIC.
6) Define Flowchart .
7) Define Algorithms.
8) Define nested loop?
9) Differentiate BASIC command and statements?
10) Who develop the BASIC language?
11) What is Desk checking?
12) What do you mean by problem solving?
13) What is meant by transfer of control?
14) List step that should be followed to solve a problem.
15) How many control structure are available in BASIC?

Give detailed answer (10*3=30)

1. What do you mean by problem solving? Describe the problem solving process. (10)

2. (a) Write the program to calculate the volume of cylinder. The program should get the values for height of the cylinder and the radius of its base from the user through INPUT statement.

Hint: volume =3.14*radius*radius*height (4)

(b) Write the purpose of function keys from F1 to F9 in GW-BASIC.   (6)

3. Write a program that should accept obtained marks of student in an examination .It should then calculate the percentage and assign a grade to the student.   (10)

The grade should be assigned according to the following criteria.

Percentage	grade
>=80	A1
>=70,but <80	A
>=60,but <70	B
>=50,but <60	C
>=40,but <50	D
<40	F