

**COMMON HALF YEARLY EXAMINATION – DECEMBER 2014**

**STANDARY 12**

**PART I**

**Choose the correct answer:**

1. staroffice [a]
2. Ctrl+s[d]
3. Times New Roman[d]
4. Ctrl+j[b]
5. F7 [c]
6. Table→ Delete → Rows [a]
7. View → Ruler [b]
8. portrait[d]
9. Insert → Fields→ Page Number[c]
10. 254,63[d]
11. A1[c]
12. MM/DD/YY [b]
13. & [b]
14. Fill [a]
15. Range [c]
16. Format → Column → Width [d]
17. Data base [d]
18. Primary key [a]
19. Hierarchical [c]
20. Database Management System [b]
21. 20 [c]
22. Multiple sorting [a]
23. Record Pointer [d]
24. Structured Query Language [a].
25. Queries [a]
- 26.MMS [b]
27. Graphic Interchange Format [a]
28. Vector Graphics Card [c]
29. Warping [d]
30. Macromedia [d]
31. Shift +Ctrl+N [c]
32. Slide Sorter [c]
33. Insert → Slide [a]
34. Tools → Media player
35. F11[b]
36. C++ [b]
37. Object [a]
38. constant [c]
39. '\0' [a]
40. ?:[b]
41. 3 types [b]
42. >> [b]
43. = [b]
44. switch [b]
45. do....while [a]
46. break [d]
47. two [c]
48. Call by reference [a]
49. Four [c]
50. Local [a]
51. 10 Bytes [d]
52. strcpy() [b]
53. 5 [c]
54. ; [a]
55. .(dot) [d]
56. Data hiding [b]
57. student stud; [d]
58. Scope resolution [b]
59. 2 parts[c]
60. Polymorphism[a]
61. Formal Parameter[d]
62. String concatenation [b]
63. ~[d]
64. Copy Constructor [d]
65. One [a]
66. Constructor[d]
67. Single inheritance [c]
68. Abstract class [b]
69. Visibility mode [b]
70. Archive Unit [c]
71. e-banking [a]
72. Information Technology Enabled Service [b]
73. Three [b]
74. Norbert Wiener [c]
75. Piracy [b]

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## PART II

**Answer any twenty questions in one or two sentences each:**

**76. Text editing:**

- ☞ Entering a new text or modifying the existing text in a document.
- ☞ Copy, cut, paste, find and Replace are some of the commonly used editing functions.

**77. Header and Footer:**

- ☞ Header and Footer are some reference remarks added at every page of the document of the top and bottom margins respectively.

**78. Function in Star calc:**

- ☞ Star office calc has a wide variety of functions that allow you to perform several frequently done calculations.
- ☞ Functions are predefined formulae that are available in star office calc.
- ☞ Example: Mathematical, statistical etc.

**79. Types of cell referencing:**

The two types of cell referencing are

1. Relative cell addressing
2. Absolute cell addressing

**Relative cell addressing:**

- ☞ This is the default type of cell addressing.
- ☞ Relative cell addresses change when copied.

**Absolute cell addressing:**

- ☞ A cell address can be made absolute by using the \$ sign in front of row and column name. **Ex. \$A\$1**
- ☞ Absolute cell addresses do not change when copied.

**80. Information:**

- ☞ Information consists of usable sets of data.
- ☞ Information conveys meaning

**Data:**

- ☞ Data are raw facts collected, such as those collected by an organization to record transactions.
- ☞ Data does not convey any meaning.

**81. Filter:**

☞ Filter is a type of query which is used to select and display records which match a certain conditions the other records are hidden.

☞ The 2 types of Filers are **Auto** filter and **Standard** Filter.

#### 82. **Multimedia:**

☞ Multimedia is a computer based presentation technique that incorporates text, graphics, sound , animations, and video elements. A combination of these elements grabs the viewers attention and retains it.

#### 83. **MIDI Format:**

☞ **Musical Instrument Digital Interface – 1982**

☞ It is commonly used for transferring music information between electronic music devices.

☞ These files are relatively light.

☞ It is supported by most of the popular software and all popular browsers.

#### 84. **Master page:**

☞ This page can be used to specify back ground information that needs to be included in all slides.

☞ For ex. The user can insert a company logo to the master slide and it will appear in all the slide.

#### 85. **Print Slide notes:**

To print slide notes:

☞ Choose **File** → **print** and click options.

☞ In the printer options dialog, select notes in the contents area and click ok.

☞ In the print dialog, select the slides that the user wants to print and click ok.

#### 86. **Encapsulation:**

☞ The mechanism by which the data functions are bound together within an object definition is called Encapsulation.

#### 87. **Identifier:**

☞ Identifiers are also called variables.

☞ Variables are memory boxes that hold values or constant.

☞ A variable must begin with an alphabet or underscore followed by alphabets or numbers.

**88. Output**

10

**89. Storage class:**

- ☞ Storage class is another qualifier that can be added to a variable declaration.
- ☞ The four storage specifies are **auto**, **static**, **extern** and **register**.

**90. Syntax for if... Else:**

```

if(condition / expression)
    {    action block 1
    }
else
    {    action block 2
    }

```

**Example:**

```

if(a>0)
    {
        cout<<"positive";
    }
else
    {
        Cout<< "Negative";
    }

```

**91. Rules for actual parameters:**

The rules for actual parameters are,

- ☞ The actual parameters can be passed in the form of constants or variables or expressions to the formal parameters which are value type.
- ☞ It can be passed only as variables to format parameters of reference type.

**92. Array:**

- ☞ An Array is a collection of variables of the same type that are reference by the common name. **syntax:** type array name [size]
- ☞ There are two types of array
  1. One dimensional
  2. Multi dimensional

**93. Display the contents of string:**

The two methods to display the contents of character array are,

- ☞ cout<<name – this is similar to any other variable.
- ☞ cout.write (pincode,7), or cout.write(pincode, size of pincode))

**94. Static data members:**

The significance of using static member variable:

- ☞ is initialized to zero, only when the first object of its class is created. No other initialization is permitted.
- ☞ Only one copy of the member variable is created and is shared by all the other object of its class type.
- ☞ Its scope or visibility is with in the class but its lifetime is the lifetime of the program.

**95. Class:**

- ☞ A class is a new way of creating and implementing a user defined data type .
- ☞ Classes provide a method for packing together data of different types.
- ☞ A class is a way to bind the data and its associated functions together.

Class Members are classified as **Data members** and **Member functions**.

- ☞ Data member are the data variables that represents the features or properties of the class member functions, are the functions that perform specific tasks in a class.

**96. Function overloading:**

- ☞ The ability of the function to process the message or data in more than one form is called function overloading.

**97. Constructor:**

- ☞ When an instance of a class comes into scope, a special function call lthe constructor gets executed.
- ☞ The constructor function initializes the class objects.
- ☞ The constructor function name same name as the class tag.
- ☞ Constructor returns nothing.
- ☞ Constructor is associated with any data type.

**98. Types of Inheritance:**

- ☞ There are different types of inheritance . **Single** inheritance, **Multiple** inheritance, **Multilevel** inheritance, **Hybrid** inheritance and **Hierarchical** inheritance.

**99. Data Digitization:**

- ☞ Digitization refers to the conversion of non-digital material to digital form.
- ☞ The wide variety of materials as diverse as maps, manuscripts , moving images and sound may be digitized.

**100. Virus:**

- ☞ A virus is a self-replicating program that can cause damage to data and files stored on your computer.
- ☞ These are programs written by programmers with great programming skills who are motivated by the need for a challenge or to cause destruction.
- ☞ 57000 known virus program are in existence.
- ☞ Six new viruses are found each day.

**PART III**

**101. Select the text with keyboard:**

1. Insertion point is moved to the start of the text to selected.
2. The **Shift** key is pressed down and the movement keys are used to highlight the required text.
3. When the **Shift** key is released, the text is selected.

**Select the text with Mouse:**

1. Insertion point is moved to the start of the text to be selected.
2. The left mouse button should be clicked, held down and dragged across the text to be selected.
3. When the intended text is selected the mouse button should be released.

<b>Action to be performed</b>	<b>To select what</b>
Double click on a word	To select a word
Click once next to the line	To select the particular line
Press <b>Ctrl+A</b>	To select the entire document

## 102. Various functions of the Icons in the table formatting tool bar:



### **Table Fixed**

**Table Fixed, Proportional.**

### **Table Variable**



**Merge cell:** This icon is used to combine two or more cells into a single cell.



**Split Cell :** This icon is used to split a cell into two or more cells.



**Optimise:** Clicking on this icon displays a pop-up menu with options like space columns equally, Space rows equally, Optimum row height and . Optimum column width.



**Inserting Row:** This icon is used to insert a row below the current row.



**Inserting Column :** This icon is used to insert a column to the right of the current column.



**Delete Row:** This icon deletes the current row from the table.



**Delete Column :** This icon deletes the current Column from the table.



**Borders:** This icon display a floating toolbar with different border option for the table.



**Line Style:** This icon is used to choose the style of line to be used for the borders.



**Border colour:** Clicking on this icon displays a palette of colours that can be used as a border colour for the table.

## 103. To Insert Object Floating toolbar of worksheet:

To get Insert Object floating toolbar, click on View → Toolbar → Insert Object option. It displays with following icons.

### 1. **Insert Chart Icon:**



This icon is used for presenting the data in the worksheet in the form of charts of different kinds such as bar chart, pie, chart, lines, X-Y plot etc.

2. **Insert Formula Icon:** 

This icon is used for inserting a formula in the worksheet for performing calculations.

3. **Insert Floating Frame icon:** 

This icon is used to generate a scrolling screen within a worksheet.

4. **Insert Movie and Sound Icon:** 

This icon is used to insert sound or video files into the current worksheet.

5. **Insert OLE object icon:** 

This icon is used to insert object from other application into a worksheet.

6. **Insert Applet Icon:** 

This icon is used to import Java Applet into the worksheet.

104. **Generate a series of values:**

- ✓ Fill command is used to generate a series of values. Fill series dialog box is used to generate them.
- ✓ Select the cells in the worksheet that you want to fill.
- ✓ Choose the command **Edit → Fill → Series**. This opens **Fill Series** dialog box.
- ✓ Select the type of series.
- ✓ Specify the direction, Start value and Increment and click ok.

**Example of Linear type series:**

- ✓ Select the range A1:A5 in the worksheet.
- ✓ Click on **Edit → Fill → Series**
- ✓ Enter 2 as **Start Value**.
- ✓ 2 as the **Increment**
- ✓ **Linear** as **Type**
- ✓ Down as **Direction** and click **OK**.

105. **Manipulation of a Database:**

- i. **Searching:** It is a process to select a desired specific data from a database.

- ii. **Sorting:** It is a process of arranging the data in a table in some order.
- iii. **Merging:** It is a process of joining data from two or more tables of the same or different databases.
- iv. **Performing Calculations on data:** The user may do any kind of arithmetic calculations on the data stored in the database.
- v. **Filtering:** There are times when viewing the entire table are difficult. Using a filter is a way of limiting the information that appears on screen.
- vi. **Editing the Database:** Editing is a process of performing corrections on the existing data, deleting the existing data, field(s) or record(s) , adding new data, field(s), record(s) or changing the format of the database and so on.
- vii. **Report Generation:** Generate and desired report, from the data of the database.

#### 106. **Loop:**

Loops execute a set of instruction repeatedly for certain number of times. The types are **for, while and do...while.**

##### **for loop**

for (;);..loop is an entry controlled loop and is used when an action is to be repeated for a predetermined number of times.

The **Syntax** is

```
for (initial value; test-condition; increment)
{
    action block;
}
```

##### **while**

The body of the while loop will be executed only if the test expression results true placed in the while statement.

The **Syntax** is

```
while<(condition)>
```

```
{
    action block;
}
```

**do...while**

The do... while loop is called exit-check loop, as the condition (test expression) marks the last statement of the body of the loop.

The **Syntax** is

```
do
{
    action block:
} while<(condition)>
```

**107. Call by reference:**

In call by reference method, the called function argument formal parameters become alias to the actual parameters in the calling function. This means that when the function is working with its own arguments it is actually working on the original data. Let us now rewrite the function using reference parameters.

**Example** : In Book page no. 101, Program – 4.7

**108. Rules for Operator Overloading:**

- i. Only existing operators can be overloaded. New operators cannot be created.
- ii. The overloaded operator must have atleast one operand of user defined type.
- iii. The basic definition of an operator cannot be replaced or in other words one cannot redefine the function of an operator. One can give additional functions to an operator.
- iv. Overloaded operators behave in the same way as the basic operators in terms of their operands.
- v. When binary operators are overloaded, the left hand object must be an object of the relevant class.

- vi. Binary operators overloaded through a member function take one explicit argument.

109. **Debug:**

Error Statement	Corrected Statement
public	public:
ad(int s1,int s2)	add(int s1,int s2)
Sum=NULL;	sum=NULL;
Void getdata()	void getdata()
}	}; class end with semi colon
coid main[]	void main()
add,b(10,20)	add a, b(10,20)
cout>>"\n object a:";	cout<<"\n object a:";
cout>>"\n object b:";	cout <<"\n object a:";
clrscr(), getch() function & header file <conio.h> have to include.	

110. **Output:**

Constructor of Base Class

Constructor or Derived1

Constructor or Derived2

Destructor or Derived2

Destructor or Derived1

Destructor of Base Class

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