

ESKPXII-XXVI (I)
COMPUTER SCIENCE PART-II

Time Allowed: 3 Hrs

Marks: 75

Note: There are **Three Sections** in this paper i.e. A, B and C. Attempt Section-A and return it to the Superintendent within the given time.

No marks will be awarded for **Cutting, Erasing and Overwriting**.

Mobile Phone is strictly prohibited in Examination Hall.

Time: 20 Minutes

SECTION "A"

Marks: 15

Q.1. Choose the correct option and shade one of (A, B, C, D) in the given **Bubble Answer Sheet**.

- i. An operating system is a program that _____
- | | | | |
|--|---|--------------------------------------|--|
| (A) Translates high-level language into machine language | (B) Act as an interface between the user and computer | (C) Store data permanently in memory | (D) Only runs application software like games & browsers |
|--|---|--------------------------------------|--|
- ii. TYPE commands of DOS is used to _____
- | | | | |
|---|-----------------------------|---|--------------------|
| (A) Displays contents of a file on the screen | (B) Creates a new directory | (C) Starts an editor to create or edit plain text files | (D) Renames a file |
|---|-----------------------------|---|--------------------|
- iii. In a time-sharing OS, each process is given a small unit of CPU time called _____
- | | | | |
|----------------|---------------|----------------|----------------|
| (A) Time Table | (B) Time Zone | (C) Time Slice | (D) Time frame |
|----------------|---------------|----------------|----------------|
- iv. The Operating System module that manages input/output devices is called _____
- | | | | |
|------------------|--------------------|---------------------|--------------------|
| (A) File manager | (B) Memory manager | (C) Process manager | (D) Device manager |
|------------------|--------------------|---------------------|--------------------|
- v. Pseudo Code is best described as:
- | | | | |
|---------------------------------|-------------------------------|-----------------------------|-----------------------|
| (A) A real programming language | (B) An outline of a Programme | (C) A machine language code | (D) A hardware design |
|---------------------------------|-------------------------------|-----------------------------|-----------------------|
- vi. The general syntax of the setw manipulator is _____
- | | | | |
|-------------|-------------|-----------------|--------------|
| (A) Set (n) | (B) Setw(n) | (C) Setwidth(n) | (D) Width(n) |
|-------------|-------------|-----------------|--------------|
- vii. In Programming, a function is used to _____
- | | | | |
|----------------|-----------------------|-----------------------------|----------------------|
| (A) Store data | (B) Displays graphics | (C) Perform a specific task | (D) Control hardware |
|----------------|-----------------------|-----------------------------|----------------------|
- viii. ios : : binary is used as an argument to open() function for _____
- | | | | |
|---------------------------------|------------------------------------|--------------------------------------|---------------------------------------|
| (A) Opening file in binary mode | (B) Open file for binary operation | (C) Opening file for input operation | (D) Opening file for output operation |
|---------------------------------|------------------------------------|--------------------------------------|---------------------------------------|
- ix. A programming technique used to create a new class from an existing class is called _____
- | | | | |
|-------------------|------------------|-----------------|-----------------|
| (A) Encapsulation | (B) Polymorphism | (C) Inheritance | (D) Abstraction |
|-------------------|------------------|-----------------|-----------------|
- x. A class in programming has two main members _____
- | | | | |
|-------------------------|-------------------------|----------------------------|---------------------------------------|
| (A) Objects and classes | (B) Loops and condition | (C) Variable and constants | (D) Data members and member functions |
|-------------------------|-------------------------|----------------------------|---------------------------------------|
- xi. In C++, the symbol is used to declare a pointer is _____
- | | | | |
|-------|-------|-------|--------|
| (A) & | (B) * | (C) % | (D) \$ |
|-------|-------|-------|--------|
- xii. In C++, by default, function arguments are passed by _____
- | | | | |
|-----------|---------------|-------------|------------|
| (A) Value | (B) Reference | (C) Pointer | (D) Object |
|-----------|---------------|-------------|------------|
- xiii. To interchange the value of two strings in C++, which function is used _____
- | | | | |
|------------------|--------------|------------|----------------|
| (A) exchange () | (B) Swap () | (C) Switch | (D) Change () |
|------------------|--------------|------------|----------------|
- xiv. Array elements in a computer are stored in _____
- | | | | |
|----------------------------|---------------------|----------------------------------|-----------------|
| (A) Random memory location | (B) Register of CPU | (C) Consecutive memory locations | (D) Disk memory |
|----------------------------|---------------------|----------------------------------|-----------------|
- xv. In C++ the break statement is used to _____
- | | | | |
|-------------------------------------|----------------------------------|---------------------|-------------------|
| (A) Exit a loop or switch statement | (B) Skip one iteration of a loop | (C) End the program | (D) Pause program |
|-------------------------------------|----------------------------------|---------------------|-------------------|