

MODEL ANSWER SHEET
SEMESTER END EXAMINATION
B. Sc. (Agri)

Semester	:	III (NEW)	Academic Year	:	2011-2012
Course No.	:	ENGG-232	Title:	:	Introduction to Computer Applications
Credits	:	2 (1+1)	Total Marks	:	40
Day & Date	:		Time	:	

SECTION "A"

Q.1 Enlist the types of computer. Write a note on supercomputer.

Ans: Types of computer

1. Supercomputers
2. Mainframes
3. Minicomputers
4. Microcomputers

Supercomputers

A supercomputer is mainframe computer that has been optimized for speed and processing power. The most famous series of supercomputers were designed by the company founded and named after Seymour Cray. The Cray-1 was built in the 1976 and installed at Los Alamos National Laboratory. Supercomputers are used for extremely calculation-intensive tasks such as simulating nuclear bomb detonations, aerodynamic flows, and global weather patterns. A supercomputer typically costs several million dollars.

Q.2 What is booting? Describe type of booting.

Ans: Booting means restarting your computer. To "boot" the computer means to start it up and reset the memory and BIOS.

Types of booting:

1. Warm boot - Restarting the computer without turning power off. When you restart the computer using Alt+Ctrl+Del combination or restart command from the startup menu. POST is not performed during this process which decreases the boot up time and the PC boots faster. Pressing the Ctrl-Alt-Delete keys simultaneously while the computer is running performs a warm boot. You may need to do this if the computer stops responding because of memory problems or the "Blue Screen of Death" appears. The computer needs to be reset before you can continue.
2. Cold boot - Restarting the computer when the power has been turned off then back on. When you start from off state or power off and then on by using the power button. POST is performed. You perform a cold boot every time you turn on the power switch of your computer. If the warm boot fails to restart the computer, you will need to resort to a cold boot by shutting off the power switch, waiting ten seconds and then turning it back on.

Q.3 Write syntax and use of any four DOS commands.

Ans: Commands in DOS

No.	Commands	Syntax	Purpose
1.	CD	C:>CD<name>	Change the active directory
2.	MD	C:>MD<name>	Create a new directory
3.	RD	C:>RD<name>	Remove the directory
4.	Del	C:>del<name>	Delete a file
5.	DIR	C:>Dir<name>	List the names of file in the directory
6.	FORMAT	C:>FORMAT	Delete all files on the disk
7.	TREE	C:>TREE	Show the directory tree of current directory

(Student should write any four commands. One mark for each command)

Q. 4 Write use and function of the following devices of computer system (Any Two).

1. Monitor 2. Printer 3. Plotter

- Ans: 1) **Monitor:** The most frequently used output device is the monitor. Two important characteristic of monitors are size and clarity. A monitor's size is indicated by the diagonal length of its viewing area. Common sizes are 15, 17, 19 & 21 inches. Larger monitors have advantage of displaying more information at one time; however they are more expensive. A monitor's clarity is indicated by its resolution, which is measured in pixels. Pixels are individual dots or pictures that form images on monitor. There are two types of monitors -
- Cathode Ray Tube (CRT) monitor and
 - Flat Panel Monitors or liquid crystal display (LCD) monitors.
- 2) **Printers:** The images output on monitor are often referred to as a soft copy. Information output on paper - whether by printer or by a plotter is called hard copy. There are three popular kinds of printers used with microcomputers are inkjet, laser and thermal printer. There are several other types of printers. Two are the dot matrix printer and the chain printer.
- 3) **Plotters:** Plotters are special purpose output devices for producing bar charts, maps, architectural drawings and even three dimensional illustrations. Plotters can produce high quality multi colour documents and also documents that are larger than most printers can handle. There are four types of plotters: pen, ink-jet, electrostatic and direct imaging.

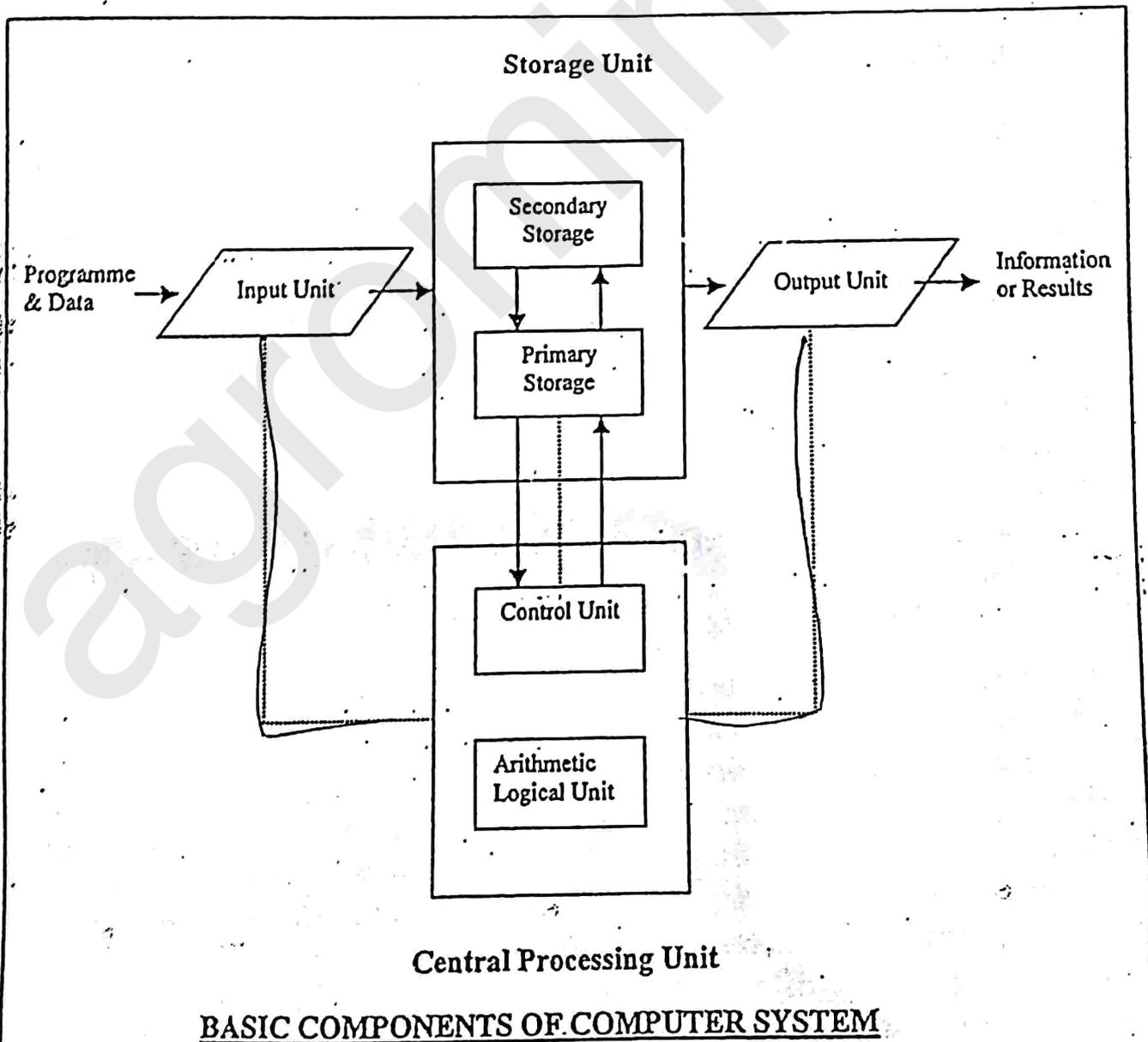
Q. 5 Describe the computer system with neat block diagram.

Ans: The internal structure of computer differ from one system model to another however basic organization remains same for all computers. A computer is a device that performs four functions such as Inputs data, Stores data, Processes data and Outputs data.

The computer consist of

- 1) Input Unit - It inputs data (getting information into the machine);**
Data and instruction must enter the computer system, before any computation can be performed on supplied data. Data and instruction enter input in forms which depend upon the particular device used.
e.g. Keyboard, Mouse, Scanner etc.,
- 2) Output Unit - It outputs data (sending the results out to the user via some display method).** The job of output unit is just reverse of the input unit. It supplies the information obtained from data processing to the outside world. e.g. Printer, Monitor, Plotter etc.,

- 3) Storage Unit - It stores data (holding the information before and after processing); the data & instruction, which are entered into the computer system through input unit have to be stored inside the computer before the actual processing start.
- 4) Arithmetic Logical Unit (ALU)- it processes data (performing prescribed mathematical and logical operations on the information at high speed); It is the place, where actual execution of the instruction takes place, during the processing operation. Almost all ALU's are designed to perform the four basic arithmetic operations (add, subtract, multiply & divide) and logic operations and comparisons such as less than, equal to and greater than
- 5) Control Unit: It acts as a central nervous system for other components of the computer system. It manages and coordinates the entire computer system. It obtains instructions from the program stored in main memory. Interprets the instruction and issue the signal.
- 6) Central Processing Unit: The control Unit and the arithmetic logic unit of a computer system are jointly known as the Central Processing Unit (CPU). The CPU is the brain of a computer system. *CU + ALU*



Q.6 Differentiate between software and hardware.

Ans: The hardware is the physical equipment: the computer itself and the peripherals connected to it. The peripherals are any devices attached to the computer for purposes of input, output, and storage of data (such as a keyboard, monitor display, or external hard disk).

The software consists of the programs and associated data (information) stored in the computer. A program is a set of instructions that the computer follows to manipulate data. Being able to run different programs is the source of a computer's versatility. Without programs, a computer is just a lot of high-tech hardware that doesn't do anything. The computer appears to be so amazing simply because it can execute these sets of instruction *very very fast*; but it's just following the program steps one by one in a very simple-minded manner.

Define operating system. Enlist the operating systems. Write a short note on Window operating system.

Ans: Operating system: It is the program that manages to interfaces; the interface between user and the application and the interface between the applications and the computer devices and files.

In brief, Operating system manages resources, provide user interface and run applications.

The types of operating system

- a. Window
- b. DOS
- c. UNIX etc.,

Windows operating system is a multi-user operating system. This provides graphical interface to manage your applications and files easily and effectively. There are three parts of window screen:

- Desktop
- Window
- Icon

Basic mouse operations used Window Operating System are such as Click, Double click, Point, Drag and Drop and drag and drop.

Q. 8 What are the features of word processing software?

Ans: Word processing software normally supports the features described below:

1. **Entering text:** This allows you to insert text anywhere in the document.
2. **Editing text:** Delete text: Allows you to erase characters, words, lines, or pages as easily as you can cross them out on paper. Cut and paste : Allows you to remove (cut) a section of text from one place in a document and insert (paste) it somewhere else. Copy: Allows you to duplicate a section of text. Word wrap : The word processor automatically moves to the next line when you have filled one line with text, and it will readjust text if you change the margins.
3. **Formatting Page style:** This allows you to define various page sizes and margins, and the word processor will automatically readjust the text so that it fits. Headers, footers, and page numbering: Allows you to specify customized headers and footers that the word processor will put at the top and bottom of every page. The word processor automatically keeps track of page numbers so

that the correct number appears on each page.

4. **Formatting text** : Allows you to change fonts within a document. For example, you can specify bold, italics, and underlining. Most word processors also let you change the font size and even the typeface.
5. **Entering mathematical symbol**
6. **Display Document** Allows you to embed illustrations and graphs into a document. Some word processors let you create the illustrations within the word processor; others let you insert an illustration produced by a different program.
7. **Saving, retrieving and deleting documents:**
8. **Importing text, graphs and images:**
9. **Searching & replacing text string:** Allows you to direct the word processor to search for a particular word or phrase. You can also direct the word processor to replace one group of characters with another everywhere that the first group appears.
10. **Checking spelling** A utility that allows you to check the spelling of words. It will highlight any words that it does not recognize. and
11. **Checking grammar and style**
12. **WYSIWYG (what you see is what you get):** With WYSIWYG, a document appears on the display screen exactly as it will look when printed

(Student should write explanation for any four feature devices. One mark for each feature)

Q. 9

State the procedure for creating graph in spreadsheet software.

Ans: The procedure for creating graph in spreadsheet software is as follows:

1. The first step in creating a graph is to enter the data into the worksheet.
2. Selecting the Chart Data by Using the mouse or Using the keyboard
3. Selecting a Column Chart/graph type
4. Formatting options for the chart/ graph
5. Choosing a style for the column chart
6. Adding a title to the chart
7. Adding a drop shadow to the title
8. Coloring the chart background
9. Changing the gridline color
10. Beveling the chart edge
11. Coloring the chart floor
12. Hiding the vertical axis
13. Applying 3-d rotation to the chart

Q. 10 What are the applications of spreadsheet software?

Ans: Applications of spreadsheet software are

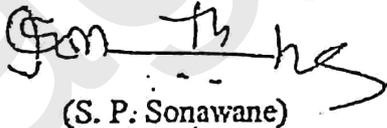
1. For maintaining and analyzing inventory, pay roll and other accounting records by accountants.
2. For preparing budgets and bid comparison by business and analyst.
3. For recording grades of students and carrying out various types of analysis of the grades by educators.
4. For analyzing experimental results by scientists and researchers.

5. For tracking stocks and keeping records of investor accounts by stockbrokers.
6. For creating and tracking personal budgets, loan payments, etc., by individuals.

SECTION "B"

- Q. 11 Fill in the blanks : 4
- 1) One kilo byte (K.B) is equal to 1024 bytes.
 - 2) RAM is primary memory which is volatile memory.
 - 3) Internet is a global collection of the computers connected to each other.
 - 4) Plotters are the special purpose output device for producing maps, bar charts and architectural drawings.

- Q. 12 Spell out the abbreviations (Give the full form): 4
- 1) www : World Wide Web
 - 2) OMR : Optical Mark Reader
 - 3) HTTP : Hypertext Transport Protocol
 - 4) GUI : Graphical User Interface

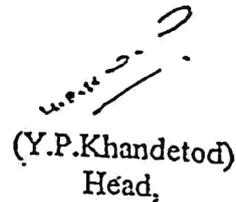


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