

Delhi Public School, Gandhinagar

Class- IV

Computer Sample Notebook L.1-Fundamentals of Computers.

Exercises

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A. Tick (✓) the correct answer.

1. What are the devices which help you enter data into the computer called ?
(a) Input Devices (✓)
(b) Processing Devices
(c) Output Devices
(d) Storage Devices
2. What are the devices which give the result of work done on the computer called ?
(a) Processing Devices
(b) Output Devices (✓)
(c) Input Devices
(d) None of these
3. Input and output devices are together called the computer .
(a) Software
(b) Peripherals (✓)
(c) Machinery
(d) None of these

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4. All the physical devices of computer are called
(a) Software
(b) Hardware (✓)
(c) Malware
(d) Harmware
5. What is the output that we get on monitor called ?
(a) Soft copy (✓)
(b) Print copy
(c) Hardcopy
(d) None of these

B. Write 'T' for True and 'F' for False.

1. The keyboard, mouse, scanner etc .are all processing devices. (F)
2. Monitor , printer, speaker etc are all output devices. (T)
3. A monitor or a display unit is the most commonly used output devices. (T)
4. There are primarily two types of storage devices. (T)
5. The sheet of paper with the information printed on it is called the printout. (T)

C. Complete the names of these computer devices.

1.

S	C	A	N	N	E	R
---	---	---	---	---	---	---

2.

M	O	N	I	T	O	R
---	---	---	---	---	---	---

3.

P	R	I	N	T	E	R
---	---	---	---	---	---	---

4.

J	O	Y	S	T	I	C	K
---	---	---	---	---	---	---	---

5.

W	E	B	C	A	M	E	R	A
---	---	---	---	---	---	---	---	---

6.

M	O	U	S	E
---	---	---	---	---

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7.

K	E	Y	B	O	A	R	D
---	---	---	---	---	---	---	---

8.

S	P	E	A	K	E	R	S
---	---	---	---	---	---	---	---

D. One word answer.

1. Which output device allows you here sound ?

Ans: Speakers

2. Which output device gives the output on paper?

Ans: Printer

3. Which device is similar to television ?

Ans: Monitor

4. Which device allows you put a printed image on computer ?

Ans: Scanner

5. Which device is similar to mouse ?

Ans: Track Ball

E. Identify and write the names of the following devices .



RAM
Random Access Memory



CD
(Compact Disk)



Memory card



Pen drive



Microphone



Harddisk



Scanner



CPU

F. Answer the following questions.

1. Name the two types of memory .

Ans: The two types of memory are as follows:
(1) Primary Memory
(2) Secondary Memory

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2. Name any three input devices.

Ans: The three input devices are as follows:-
(1) Keyboard
(2) Mouse
(3) Trackball
(4) Joystick
(5) Light Pen
(6) Scanner
(7) Touchpad
(8) Web Camera
(9) Microphone

3. Name any two output devices.

Ans:
(1) Monitor
(2) Printer
(3) Speakers

4. What is an input device?

Ans: Any data and instruction that we enter into a computer is called the input and the devices used to enter the data are called the input devices.

5. What is an output device?

Ans: The information or result processed by the CPU is presented to users through Output Devices.

6. What is a Printer?

Ans: A printer is an output device which takes out information from the computer system on a sheet of paper.

7. State the difference between Hardcopy and Softcopy output.

Ans:

Hardcopy Output	Softcopy Output
The output that we get from printer on a sheet of paper is called Hardcopy.	The output that we get on monitor is called Softcopy.

8. What is the use of webcam .Explain in brief.

Ans: A webcam is device connected to a computer for capturing still images and live videos.

9. What is the use of CPU? What are its main parts?

Ans: CPU acts as a brain of the computer. It controls the flow of information and instructs other parts of computer as what to do.

The main parts of CPU are :-

- (1) CU (Control Unit)
- (2) ALU(Arithmetic and Logical Unit)
- (3) MU(Memory Unit)

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L.2-History and Generations of Computers.

Exercises

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A. Tick (✓) the correct answer.

- Which component was used by first generation computers?
(a) Vaccum Tubes (✓)
(b) ICs
(c) Transistors
(d) Keyboards
- Where was Abacus invented?
(a) India
(b) China (✓)
(c) Russia
(d) None of these
- Who invented a calculating device called the Napiers's Bone?
(a) Charles Babbage
(b) John Napier (✓)
(c) Blaise Pascal
(d) None of them
- Which of the following was the first mechanical calculator?
(a) Napiers's Bone
(b) Jacquard's Loom
(c) Pascaline (✓)
(d) None of these

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- Who is called the Father of Computers?
(a) John Napier
(b) G.W.Leibniz
(c) Charles Babbage (✓)
(d) John Mauchly
- Who designed Difference Engine?
(a) John Napier
(b) Blaise Pascal
(c) Charles Babbage (✓)
(d) John Mauchly

B. Write 'T' for True and 'F' for False.

- The Operating system was introduced in the third generations of computer. (T)
- The second generation computers used vaccum tubes. (F)
- Blaise Pascal invented the Pascaline. (T)
- Charles Babbage invented ENIAC and UNIVAC. (F)
- The Analytical Engine was capable of performing all arithmetic operations. (T)

C. One Word Answer.

1. The first mechanical calculator.

Ans: Pascaline

2. The first device developed by Charles Babbage.

Ans: Difference Engine

3. The first digital electronic computer.

Ans: Atanasoff Berry Computer (ABC)

4. The computer developed by Howard .H.Aiken.

Ans: Mark-I

D. Answer the following questions.

1. What is an abacus ? Do we still use it.

Ans: Abacus was the first calculating machine that could count large numbers and do arithmetic. Yes, still it is used as primary counting device in many parts of world.

2. Who was the Charles Babbage ? Name the machines built by him.

Ans: Charles Babbage is known as Father of Computers.

The machines built by him are:-

- (a) Difference Engine
- (b) Analytical Engine

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3. What is microprocessor? Which generation of computers first used it?

Ans: A microprocessor is an electronic chip which has thousands of integrated chips build on a single silicon chip.

Fourth Generation of computers first used it.

4. What are two characteristics of Fifth generation of computers?

Ans: The two characteristics of Fifth generation of computers are as follows:-

- (1) These computers are based on Artificial Intelligence .
- (2) These computers are supercomputers.

5. What are two characteristics of Fourth generation of computers?

Ans: The two characteristics of Fourth generation of computers are as follows:-

- (1) These computers used microprocessor chips.
- (2) Personal computer revolution takes place in this generation.

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L.3-Microsoft Windows 7.

Exercises

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A. Tick (✓) the correct answer.

1. What acts as an interface between the user and the computer?
(a) Operating System (✓)
(b) File Folder
(c) Windows Explorer
(d) None of these
2. What contains Icons, Start Button, Taskbar and Clock?
(a) Wallpapers
(b) Taskbar (✓)
(c) Input Devices
(d) None of these
3. Which button opens the Start Menu?
(a) Computer Icon
(b) Start Button (✓)
(c) Windows Button
(d) None of these
4. Which of the following can hold files in a computer ?
(a) File
(b) Folder (✓)
(c) Icon
(d) None of these
5. A folder within a folder is called a _____
(a) Desktop
(b) Sub folder (✓)
(c) Library
(d) None of these
6. Which of the following programs helps in viewing and managing files and folders ?
(a) Windows Explorer (✓)
(b) Internet Explorer
(c) Control Panel
(d) None of these

B. Write 'T' for True and 'F' for False.

1. Windows is a GUI based operating system software. (T)
2. Icons are the small graphics with names on the desktop. (T)

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3. Taskbar is an icon on the desktop. (F)
4. Even selection means to select files/folders randomly. (T)
5. Computer sends a deleted file to Recycle Bin. (T)
6. We cannot restore the deleted files/folders from the Recycle Bin. (F)

C. Answer the following questions.

1. Explain any two features of Windows 7

Ans: The two features of Windows 7 are as follows:

- (1) It is attractive, colourful interface, and it is very easy to use.
- (2) Searching for files is easier and quicker than earlier versions.

2. What is the desktop?

Ans: The first screen that appears on switching on the computer is called Desktop.

3. What is Windows Explorer?

Ans: Windows Explorer is a program that helps in navigating from one place to another, to view and manage files and folders present in various drives and folders.

4. What is a Sub -Folder?

Ans: A Folder inside a folder is called as sub-folder.

5. State the meaning of Word Library and its purpose?

Ans: A Word Library is a collection of files and folders linked from different locations, including our computer or network into a central place.

Purpose: It is used to access Common Folders, such as Documents, Music, Pictures and Videos.

6. What is the use of copying a file or folder?

Ans: we can copy a file or folder to change the location of stored files or folders.

7. What does deleting a file/folder mean?

Ans: Deleting a file/folder means to remove it from the computer. When we delete any file or folder from the computer, it is sent to the Recycle Bin.

8. Differentiate between Folder and Subfolder.

Ans:

Folder	Subfolder
A folder is a place where we can place our files in an organized way by grouping together at one place.	A folder inside a folder is known as sub folder.

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L.4-Understanding MSWLOGO Commands.

Exercises

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A. Tick (✓) the correct answer.

- Which LOGO primitive erases all the commands saved in the Recall List box without affecting the drawing ?
 - SETH
 - CS
 - CT** (✓)
 - None of these

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- Which command brings the turtle back to its home position?
 - FILL
 - HOME** (✓)
 - LEFT
 - None of these
- Which command put its pen down again?
 - PENDOWN** (✓)
 - PENPAINT
 - SETH
 - None of these
- Which command is used to turn the turtle without RT or LT commands ?
 - FILL
 - PENDOWN
 - SETH** (✓)
 - None of these
- Which of the following primitives is used to put the pendown on the screen and continue drawing after using PU command ?
 - PENDOWN** (✓)
 - PENERASE
 - PENPAINT
 - None of these

B. Write 'T' for True and 'F' for False.

- The short form for SETPENCOLOR is SETPC. (T)
- The PU command is used to lift up the pen of the turtle. (T)
- The turtle cannot remove or erase line from the screen. (F)
- The PPT command is used to paint the screen in red color. (F)
- The PENDOWN command is used to cancel the erase mode. (F)

C. Write the full form of the following.

1. **PU:-** PENUP
2. **FD:-** FORWARD
3. **PD:-** PENDOWN
4. **HT:-** HIDE TURTLE
5. **ST:-** SHOW TURTLE

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D. Answer the following questions.

1. **Difference between the PENUP and PENDOWN COMMANDS .**

Ans:

PENUP	PENDOWN
1.The PENUP command picks up the turtle's pen.	1.The PENDOWN command puts the turtle's pen down.
2. It moves the turtle without drawing the lines.	2.It moves the turtle by drawing the lines.
3.Short form for PENUP is PU .	3.Short form for PENDOWN is PD .

2. **Why do we use the HIDE TURTLE command ?**

Ans: Hide Turtle command makes the turtle disappear from the screen. By doing so, we can have a clear view of drawing on screen.

3. **Once the turtle is hidden, how can we make it appear again ?**

Ans: Show turtle (ST) commands brings disappeared turtle back on to the screen.

4. **Explain the REPEAT command ?**

Ans: This command repeats any set of instructions for a number of times.
The format for REPEAT command is: **REPEAT** <number of times> [steps to be repeated]
For example .To draw a Square we will write **REPEAT 4 [FD 80 RT 90]**.

5. **Write the command to draw a square using the REPEAT command.**

Ans: To draw a Square we will write **REPEAT 4 [FD 80 RT 90]**.

6. Write LOGO commands for the following.

Ans: (a) Square of size 20 without the REPEAT command.

```
FD 20  
RT 90  
FD 20  
RT 90  
FD 20  
RT 90  
FD 20  
RT 90
```

(b) Triangle of size 35 without the REPEAT command.

```
FD 35  
RT 120  
FD 35  
RT 120  
FD 35  
RT 120
```

(c) Pentagon of size 40 without the REPEAT command.

```
FD 40  
RT 72  
FD 40  
RT 72  
FD 40  
RT 72  
FD 40  
RT 72  
FD 40  
RT 72
```