

ARMY PUBLIC SCHOOL, R. K. PURAM

CLASS XI

SAMPLE PAPER

INFORMATICS PRACTICES

TIME : 3 Hrs

MAX. SUBJECT : MARKS70

- 1Q (a) Which of the following is a hardware : 1
(i) Hard disk (ii) O S (iii) Utility Program (iv) CPU (v) Assembler (vi) A Java Program
- (b) Define the terms : (i) bit (ii) megabyte 1
- (c) What are the major classification of computers ? 2
- (d) What are the types of Operating Systems? Discuss their functioning in brief . 2
- (e) What is a communication bus ? Name the types briefly. 2
- (f) Write the full forms of the following terms : (i) LCD (ii) MICR (iii) OCR (iv) DVD-RW 2
- 2Q (a) Name any 4 ports and mention they need. 1
- (b) Name any four active protection method to secure to PC. 1
- (c) What is the difference between volatile and non-volatile memories ? 2
- (d) Differentiate between the two language processors that converts HLL to machine language 2
- (e) Define the terms : (i) Malware (ii) Firmware 2
- (f) Convert the Hexadecimal number 8F to Binary number. i.e., $(8F)_{16} = (-----)_2$ 2
- 3Q (a) What is Write Once Run Anywhere characteristic of Java ? 1
- (b) Differentiate between a Combo Box and List Box 1
- (c) What is the difference between while and do-while looping statements ? 2
- (d) What are the primitive data types of Java ? 2
- (e) What are the various operators in Java ? 2
- (f) Write a program to check wither the person is major or minor based on given age using *conditional operator* . 2

- 4Q (a) While working in Netbeans, Ms. Lakshmi wants ensure that only one radio button is selected at a time. What properties will help her. 1
- (b) How one can make a Text Field as a Label on a Frame ? 1
- (c) The following code has error(s). Rewrite the correct code underlining all the corrections made : 2
- ```
Int Sum = 0 , Step = 5 , i ;
for (i = 0 ; i = < 5 , i ++) ;
{
 Step += 5 ,
 Sum += Step ;
}
jTextArea1 . putText (" " + Sum)
```
- (d) Rewrite the following program code using a switch statement : 2
- ```
if ( code == 0 )
    Week = "Sunday" ;
else if ( code == 2 )
    Week = "Tuesday" ;
else if ( code == 4 )
    Week = "Thursday " ;
else
    Month = "No Match" ;
```
- (e) Rewrite the following code using for loop. 2
- ```
int i = 2 ;
do {
 JOptionPane . showMessageDialog (null , i + " ") ;
 i += 2 ;
} while (i < 51) ;
JOptionPane . showMessageDialog (null , " Thank You ") ;
```
- (f) Rewrite the following code using while loop. 2
- ```
for ( i = 0 ; i < 10 ; i ++ )
    ta1. append ( 2 + " x " + i + " = " + ( 2 * i ) ) ;
```

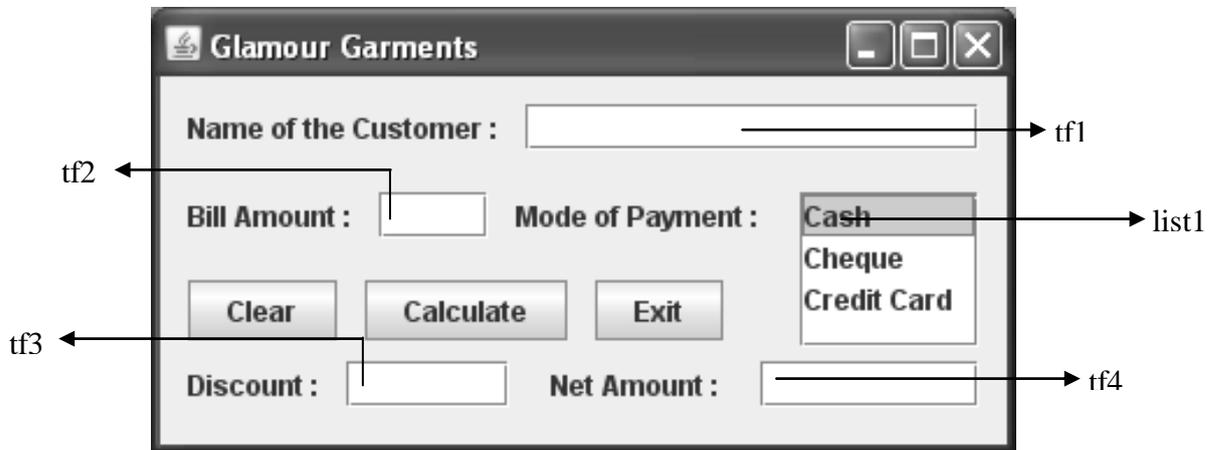
- 5Q (a) What will be displayed in JTextArea1 after executing the following statements ? 1
`JTextArea1 . setText (" Army \t Public \n School \n RK PURAM \t Half Yearly 2011 ");`
- (b) How many times does the following loop execute ? What is its type (Entry controlled or Exit controlled) 1
`int x = 5 , y = 50 ;
while (x <= y)
{
ta1.append (" " + x) ;
x = x + 3 ;
}`
- (c) What will be the value of P and Q after execution of the following code : 2
`int p , q = 200 ;
for (p = 20 ; p <= 22 ; p ++)
q += p ;
JOptionPane . showMessageDialog (null , "P : " + p + " Q : " + q) ;`
- (d) What will be the value of a and b after execution of following code : 2
`int a = 10 , b = 20 ;
if (++b < 50)
a * = b ;`
- (e) What will be displayed in JTextField1 after executing the following code ? 2
`int m = 26 ;
m = m + 2 ;
if (m < 25)
jTextField1 . setText (Integer . toString (m)) ;
else
jTextField1 . setText (Integer . toString (m + 25)) ;`
- (f) What will be the value of x and y after execution of following code : 2

```
int x, y = 0 ;
for ( x = 1 ; x <= 15 ; ++x )
    y = x ++ ;
-- y ;
```

- 6Q (a) What will be the output of the following code fragment when the value of ch is 'B' : 1
- ```
switch (ch) {
 case 'A' : ta1.append (" Grade A ");
 case 'B' : ta1.append (" Grade B ");
 break ;
 case 'C' : ta1.append (" Grade C ");
 case 'D' : ta1.append (" Grade D ");
 default : ta1.append (" Grade F ");
}
```
- (b) State the output of the following code : 1
- ```
int a = 10 , b = 5 ;
if ( a > b ) {
    if ( b > 5 )
        tf1.setText ( " b is " + b );
    else
        tf1.setText ( " a is " + a );
}
```
- (c) What are these methods used for ? 2
- (i) isSelected () (ii) setSelected () (iii) getChar () (iv) getText ()
- (d) While working in Netbeans, Ms. Lakshmi wants to create controls on a sports form for the following functions. Choose appropriate swing controls for the following : 2
- (i) Enter Team name (ii) Select Sport Type (iii) Choose number of players (iv) Save form
- (e) Write a Java class program to print the first 10 even natural numbers using while loop. 2
- (f) Write Java code that takes the total amount of pencils from jTextField1 and number of pencils 2

from JTextField2 and calculate 20% service tax out of total amount in jTextField3. Also calculate price per pencil as total amount / number of pencils to be displayed in jTextField4.

7Q Case Study : Glamour Garments has developed a GUI application for their company as :



- (a) Write the code for Clear button to clear all the text fields and the list box. 2
- (b) Write the code for Exit button the application should be closed while displaying a message "Happy Shopping". 2
- (c) Write the code for Calculate button to :
 - (i) To ensure that the Bill Amount entered by the user is a positive number, if it is negative prompt a message to the user asking to reenter the valid Bill Amount 2
 - (ii) Calculate the discount on bill amount and display it in the respective text field, As per the given criteria : 3

Mode of Payment	Discount
Cash	8 %
Cheque	7 %
Credit Card	Nil

- (iii) Calculate net amount as : $\text{Net Amount} = \text{Bill Amount} - \text{Discount}$ and display it in the respective text field 1

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