+2 COMPUTER SCIENCE REPEATED QUESTIONS

5 MARKS QUESTIONS

VOLUME I

1. FIND & REPLACE.
2. SELECTION OF TEXT USING MOUSE & KEYBOARD
3. PARAGRAPH ALIGNMENTS
4. BULLETS & NUMBERING
5. INDENTING TEXT
6. SPELL CHECK AFTER THE ENTIRE DOCUMENT IS TYPED.
7. HOW WILL YOU ADD AN ENTRY IN AUTOCORRECT LIST
8. TABLE FORMATTING TOOLBAR
9. ADD AND DELETE ROWS AND COLUMNS IN STARCALC

10. METHODS OF CHANGING MARGIN

11. INSERT CHART IN WORKSHEET. / INSERT OBJECT IN CALC.

12. GENERATING SERIES.

13. FUNCTIONS IN STARCALC.

14. TYPES OF DATABASE.

15. MANIPULATION OF DATABASE

16. EXPLAIN FILTER & ITS TYPES

17. ADVANTAGES OF COMPUTERIZED DATABASE

18. PROCEDURES TO CREATE REPORT IN STARBASE.

VOLUME II

1. EXPLAIN LOOPS. – ENTRY CHECK/ EXIT CHECK LOOPS
2. SWITCH STATEMENT
3. WAYS OD PASSING PARAMETERS- CALL BY VALUE/CALL BY REF. WITH EXAMPLE
4. SCOPES OF VARIABLE
5. EXPLAIN INLINE FUNCTION WITH EXAMPLE
6. OPERATOR OVERLOADING RULES/PROCEDURES
7. FUNCTION OVERLOADING
8. RULES FOR CONSTRUCTOR/DESTRUCTOR
9. TYPES OF INHERITANCE

FOR Q.NO.109 AND 110
REFER PROGRAMS GIVEN IN THE FOLLOWING PAGES
162, 170, 178, 185, 187, 190, 197, 205

2 MARKS

1. SELECTION OF TEXT USING KEYBOARD/MOUSE
2. DIFF. BETWEEN COPYING & MOVING
3. HOW WILL U CORRECT MISTAKES IN STAROFFICE WRITER.
4. WHAT IS TEXT EDITING?
5. HOW DO U SWITCH OVER FROM INSERT MODE TO TYPE OVER MODE?
6. COMMON WORD PROCESSING PACKAGES.
7. STEPS IN CREATING BULLETS AND NUMBER LIST
8. DIFF. TYPES OF PARAGRAPH ALIGNMENTS.
9. WHAT IS HANGING INDENT?
10. HOW TO CHANGE LINE SPACING IN STAROFFICE
11. HOW WILL U CHECK SPELLING WHILE TYPING
12. HOW WILL U MAKE A ROW OR A COLUMN IN SAME SIZE
13. WHAT IS A CELL? WHAT IS CELL POINTER?
14. HOW WILL U INSERT A ROW OR A COLUMN IN A TABLE
15. HOW WILL U DELETE A ENYIRE TABLE IN WRITER
16. HOW WILL U CREATE HEADER /FOOTER
17. TYPES OF PAGE ORIENTATION
18. HOW WILL U INSERT PAGE NUMBER IN FOOTER
19. DIFF. BETWEEN ABSOLUTE CELL REFERENCING & RELATIVE REFERENCING
20. WHAT IS DATE ARITHMETIC
21. POPULAR SPREADSHEET PACKAGES.
22. DEFINE ELECTRONIC SPREADSHEET.
23. DEFINE RANGE.
24. DEFINE FUNCTION. HOW WILL U INSERT FUNCTION IN   CALC
25. STEPS INVOLVED IN DATA PROCESSING
26. DEFINE PRIMARY KEY
27. WHAT IS DATABASE
28. DEFINE DBMS
29. NOTE ON FILTERS.
30. DIFF. BETWEEN INFORMATION & DATA
31. DIFF. BETWEEN QUERY & FILTER
32. DEFINE MULTIPLE SORTING
33. WHAT IS SQL?

34. WRITE A NOTE ON INLINE SOUND & VIDEO
35. DEFINE MORPHING, WARPING & SAMPLING
36. WHAT IS MULTIMEDIA
37. TYPES VIDEO COMPRESSIONS
38. STEPS IN CREATING 3D ANIMATION
39. WHAT IS REHEARSE TIMINGS
40. WHAT IS THE USE OF MASTER PAGE IN PRESENTATION
41. SLIDE SORTING VIEW
42. WHAT IS CUSTOM ANIMATION
43. HOW TO RENAME A SLIDE , INSERT SLIDE, DELETE SLIDE
44. WHAT IS SLIDE TRANSITION
45. HOW TO CHANGE THE SLIDE BACKGROUND
46. DIFF. VIEWS OF SLIDE

VOLUME II

1. DEFINE OBJECT.
2. WHAT IS MEANT BY INHERITANCE,ENCAPSULATION, POLYMORPHISM
3. ADVANTAGES OF OBJECT ORIENTED PROGRAMMING
4. CONDITIONAL OPERATOR WITH EXAMPLE
5. USES OF VOID DATA TYPES
6. IMPACT OF MODIFIERS
7. NOTE ON ASSIGNMENT OPERATOR
8. EXPLAIN USER DEFINED DATA TYPE
9. WHAT IS POINTER VARIABLE
10. WHAT ARE STORAGE SPECIFIERS
11. TOKENS. CLASSIFICATION OF TOKENS.
12. WHAT IS TYPE CAST
13. NOTE ON STRING LITERAL
14. DIFF BETWEEN CONTINUE AND BREAK STATEMENT
15. WHAT ARE CONTROL STATEMENTS
16. WHAT IS NESTED IF / SWITCH CASE
17. WHAT IS INLINE FUNCTION
18. ADVANTAGES OF USING FUNCIONS IN C++
19. FUNCTION PROTOTYPE
20. HOW WILL U INVOKE FUNCTION
21. DIFF. BETWEEN CALL BY VALUE/REFERENCE
22. WHAT IS AN ARRAY
23. WHAT ARE STRINGS
24. SYNTAX OF SINGLE AND TWO DIMENSIONAL ARRAY DECLARATION
25. WHAT IS DATA HIDING
26. WHAT IS STATIC DATA MEMBERS

27. PARTS OF CLASS SPECIFICATIONS
28. MEMORY ALLOCATION OF OBJECTS
29. WHAT IS DATA ABSTRACTION
30. WHAT IS A CLASS
31. DEFINE ACCESS SPECIFIERS
32. WHAT IS DOT OPERATOR
33. FUNCTION & OPERATOR OVERLOADING
34. OPERATORS THAT CAN'T BE OVERLOADED
35. RULES FOR COPY CONSTRUCTOR
36. RULES FOR CONSTRUCTOR DEFINITION
37. FUNCTIONS OF CONSTRUCTORS
38. DIFF BETWEEN CONSTRUCTORS AND DESTRUCTORS
39. TYPES OF INHERITANCE
40. WHAT IS ABSTRACT CLASS
41. ADVANTAGES OF INHERITANCE
42. WHAT IS ACCESSIBILITY
43. SYNTAX FOR CREATING A DERIVED CLASS FROM BASE CLASS
44. WHAT IS E-LEARNING/E-BANKING
45. WHAT IS ATM
46. HOW DO COMPUTERSE USED IN EDUCATION
47. DEFINE EMOTION CONTAINERS, ARCHIVES, ROBOT, MEMO   FRAME
48. 3 ELEMENTS THAT A COMMON MAN NEED TO GET THE BENEFIT OF IT
49. WHAT ARE CALL CENTRES
50. DEFINE DATA MANAGEMENT
51. DATA DIGITIZATION
52. WHAT ARE ITES
53. MEDICAL TRANSCRIPTION
54. WHAT IS VIRUS
55. COMMON COMPUTER CRIMES
56. DEFINE CRACKING
57. DEFINE PIRACY
58. WHAT IS MEANT BY THEFT OF COMPUTER TIME