Class 8th

Computer Fundamental

Ch-1

FORMATIVE

- 1. Multiple Choice Questions:
 - (a) ATM
 - (b) Data
 - (c) Step Reckoner
 - (d) Herman Hollerith
 - (e) Storage device
 - (f) Microphone
 - (g) Modem
- 2. Fill in the blanks:
 - (a) entertainment
 - (b) data, information
 - (c) raw, information
 - (d) versatile
 - (e) Blaise Pascal
 - (f) Machine Language
 - (g) transistors
 - (h) semiconductor
 - (i) Microphone
 - (j) disorders, injuries
 - (k) optical
- 3. State True or False
 - (a) True
 - (b) True
 - (c) False

- (d) True
- (e) True
- (f) False
- (g) True

SUMMATIVE

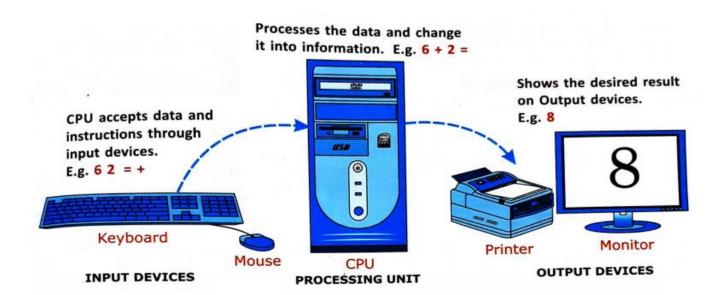
Very Short Answer Questions:

- Ans. (a) Computer is an electronic machine.
- Ans. (b) (i) Airport
 - (ii) Hospital
- Ans. (c) 1944
- Ans. (d) Robot
- Ans. (e) (i) Hard disk
 - (ii) Pen drive
- Ans. (f) (i) Monitor
 - (ii) Printer
- Ans. (g) CPU

Long Answer Questions:

Ans. (a) The cycle of input, process, output and storage is called the information processing cycle.

Diagram



Ans. (b) First Generation Computers (1946 – 1958):- The First Generation Computers period starts from 1946 with ENIAC. The First Generation Computers used machine language and vacuum tubes. They were very large and produced large amount of heat.

Second Generation Computers (1959 - 1964) :- The Second Generation Computers were introduced in late 1950s. The Second Generation Computers used assembly language and transistors. The Second Generation Computers were developed for atomic energy industry.

Third Generation Computers (1965 - 1970): The Third Generation Computers were introduced in 1965. These are small in size and made from silicon chips. Third Generation Computers used High Level Language (FORTRAN and COBOL).

Fourth Generation Computers(1971 – Present):- The Fourth Generation Computers made entirely of chips. Fourth Generation Computers could fit on a small desk or in the palm of the hand. They are completely reliable.

Fifth Generation Computers:- The Fifth Generation Computers used artificial intelligence. The goal of Fifth Generation Computers is to develop devices that respond to natural language and capable of learning and self organization.

Ans. (d) The advantages of computer are:-

- (i) High Speed
- (ii) Accuracy
- (iii) Storage
- (iv) Diligence & Power
- (v) Faster communication speed
- (vi) Lower communication cost
- (vii) Effective sharing of information
- (viii) Paperless environment

The disadvantages of computer are:-

- (i) Health Risks
- (ii) Violation of privacy
- (iii) Public safety
- (iv) Impact on labor force
- (v) Lack of job security

- Ans. (e) The rules that should be used while using the computer in academics.
 - (i) Games must not be played on any computer of the school.
 - (ii) You should not access any restricted files on the computer system.
 - (iii) You should not display any picture on the screen that may cause offence to others in the room.
 - (iv) When someone is typing in his or her password, you should move away.
 - (v) You should not alter of any information on any computer.

Ans. (f)

Input Devices

Input is any data or instruction you enter into the memory of a computer. You can input data instructions using a variety of input devices.

A keyboard contains keys you press to enter data into the computer.

A mouse is a small handheld device which is used to control movement of a small symbol on the screen, called the **pointer** and you make selections from the screen.

A microphone allows you to speak into the computer.

A scanner converts printed material (such as text and pictures) into a form the computer can use.

A Web cam is a digital video camera that allows you to create movies or take pictures and store them on the computer instead of on tape or film.

Ans. (g) Define

- (i) Information :- Manipulated and produced from of data.
- (ii) Data:- Collection of facts, figures and statistics related to an object.
- (iii) Output devices:- Output devices display processed results of data on monitor or paper.
- (iii) Motherboard:- The motherboard is the main circuit of a micro computer. It is a large board inside a system unit.