PANCHSHEEL PUBLIC SCHOOL

10+2 Senior Secondary School (Affiliated & Recognized by CBSE)

Jaitpur, Badarpur, New Delhi-44

Sample Paper

SESSION 2022-23

Name: _____ Subject: **Computer** Class: VI Section _____ Date: _____ M. M. 50

Q.1 Fill in the blanks: 10

1. _____ Duplicates sprites, costumes, sounds, blocks and scripts.
2. A class is a _____ that describes the details of an object.
3. _____ makes sprites bigger
4. The set of rules followed in a computer language is called _____.
5. The _____ function removes extra spaces in your text.
6. The process of writing a computer program is called _____.
7. The _____ function converts the text to its numeric values.
8. The _____function displays character based on the ASCII value.
9. You can select multiple rows or columns in a spreadsheet using the _____ key.
10. The _____ menu allows you to insert rows and columns in a spreadsheet.

Q.2 State whether true or false: 10

1. You can change the sprite's costume using the Background tab _____.

2. The Scripts tab displays the Script/code written for the sprite _____.

3. There should be a space between the equal to sign and the function name. _____.

4. A class is a representation of a type of the object _____.

5. A pseudo code is written after writing the code. _____.

6. Connector are used to connect one part of a flow chart to another _____.

7. A set of related activities is called a class in OOP _____.

8. The **SUM** function adds all number entered as arguments _____.

9. The scripts tab displays the script/code written for the sprite. _____

10. Cell format is the appearance of a cell in MS Excel _____.

Q.3 Describe any five Cell formatting in MS Excel   5

1_____

  _____

2_____

  _____

_____

4. _____

_____

5. _____

_____

Q.4 Describe the following shapes description in flowchart: **5**

1.

Ans _____

2.
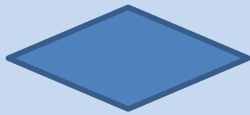
Ans _____
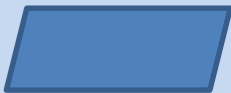
3.

Ans. _____

4.

Ans _____

5.

Ans. _____

Q.4 Answer the following questions: **12**

1. What is scratch?

Ans. _____

_____

2. What is the use of flag in scratch programming?

Ans._____

_____

3. Define algorithm.

Ans. _____

_____

4. What are the two methods to change costume in Scratch Programming?

Ans. _____

_____

5. What is cell formatting in MS Excel?

Ans. _____

_____

6. What is column chart?

Q.6 Explain any four Maths functions in Excel.   **(4)**

1. _____

_____

2. _____

_____

3. _____

_____

_____

_____

Q.7 Explain the component of a table   **(4)**

_____

_____

_____

_____

_____