



1 About a Computer

Exercise

A. Tick (3) the correct option :

1. d. 2. c. 3. b. 4. a. 5. b.

B. Fill in the blanks :

1. A hard disk is also referred to as the **winchester disk**.
2. A **track-ball** performs the function of a mouse.
3. The most commonly used character printer is the **dot matrix**.
4. **Graphics** software is used to work with images.
5. A **touch screen** allows us to feed in data by simply touching the screen.

C. State 'True' or 'False':

1. False 2. True 3. True 4. True

D. Name the following.

1. Dot Matrix 2. Language Processor 3. Graphics Software
4. Printout 5. Binary/Machine language

E. Answer the following questions.

1. A scanner is used to convert a text or an image to its electronic representation which can be viewed on the computer screen. For the conversion, a scanner first shines the light on the text/image and then transforms it into a binary code. A scanner is similar to a photo-state machine. The only difference is that a photo-state machine creates a printed copy of the original source, while a scanner generates a copy of the original source on the computer screen.
2. The RAM is the memory where the computer temporarily stores application programs and the current data so that the computer's processor can access them quickly when required. The RAM is volatile in nature as the contents in it are lost as soon as the computer is switched off.
The ROM is the memory whose contents are written at the time of manufacturing and can only be read and used; they cannot be modified by the user. The contents of the ROM are not lost even in case of a sudden power failure, thus making it non-volatile in nature.
3. A barcode is a printed horizontal strip of vertical bars in a machine-readable format, which is used for identifying specific items. Barcodes store data using a sequence of parallel lines and spaces of varying width. These codes represent numerical data.
4. A printer allows you to create a 'hard copy' of the information seen on the screen. The output that is printed on paper is called the hard copy. We can keep this output permanently. Let us learn about the different types of printers and their functions in detail.

Impact printers

An impact printer creates an image by pressing an inked ribbon against the paper, while pins or hammers attached to the print head give shapes to the character. Impact printers can be further divided into line printers and character printers.

Line printers : Line printers print one line of the text at a time. There are two types of line printers chain printers and drum printers.

Character printers : Character printers print one character at a time. Therefore, the process of printing is comparatively slow. The most commonly used character printer is the dot matrix printer. The print head of a dot matrix printer contains metal pins, which, after coming in contact with the inked ribbon, print dots on the paper. These dots take the shape of both text characters and graphics. The simplest dot matrix printer has a print head consisting a row of nine pins but better quality dot matrix printers have a 24-pin print head. These printers are less expensive, but at the same time, are very noisy due to the continuous sound of the pins striking the ribbon.

Non-impact printers

Non-impact printers depend on thermal, chemical, laser-beam or inkjet technology for printing. Non-impact printers can be of two types—inkjet printers and laser printers.

Inkjet printers : These printers have tiny nozzles on the print head that spray ink on the paper. As the ink is sprayed directly on the paper, the print quality is better. We can also get coloured output using an inkjet printer.

Laser printers : Laser printers use laser beams to produce high quality printouts. They work like a photocopy machine, using light beams to form images on to a copier drum that is coated with photosensitive materials. Laser printers are very expensive.

5. Application Software is a set of programs designed to help the user to perform specific tasks. Numerous application software programs have been developed over the years to serve different purposes. We can



2

Network and Communication



Exercise

A. Tick (3) the correct option :

Ans. 1. d 2. c

B. Fill in the blanks :

- Ans.**
1. Bluetooth technology is a form of **wireless** communication.
 2. The types of transmission channels are **wired** and **wireless**.
 3. In **star** topology, all the workstations are connected to the central hub.
 4. **File Server** is a computer that manages the storage and retrieval of files.
 5. In **MAN**, the computers are interconnected within a limited geographical area.

C. State 'True' or 'False':

- Ans.** 1. True 2. True 3. True 4. False 5. False

D. Match the following :

- Ans.**
- | | |
|-------------------|---|
| 1. Coaxial cables | c. Wired transmission channels |
| 2. Microwaves | d. Wireless transmission channels |
| 3. Workstation | e. Terminal for the end user |
| 4. Server | b. Manages the network |
| 5. Peer-to-peer | a. Equivalent capabilities of computers |

E. Unscramble the following :

- | | |
|-------------------|-----------------|
| 1. COST EFFICIENT | 2. RESOURCE |
| 3. WORKSTATION | 4. TRANSMISSION |
| 5. PROTOCOL | 6. TOPOLOGY |
| 7. INTERFACE | 8. WIRELESS |
| 9. SATELLITE | 10. DOWNLOADING |

F. Answer the following questions :

- Ans.** 1. A networking consists of two or more computers linked together for the purpose of sharing resources. Such as printers, exchange files, or allow electronic communication. It has following advantages—
Speed : Sending and receiving files using a computer network is rapid. It saves time, and is more convenient as compared to files which are manually delivered.

Cost efficient : Individually licensed copies of many popular software programs can be costly. Storing the software on a file server and then making it available to the other computers connected to it saves money.

2. The following are the disadvantages of a computer network :
- If the server develops a fault then users may not be able to run the application programs and chances of data loss are more.
 - If the network stops operating then the computers connected to the network cannot be used, thus affecting the performance of the whole system.
 - As traffic increases on a network, the performance degrades unless it is designed properly.
 - It becomes difficult to manage as the number of computers on the network increases.
3. The different components listed here are required to connect the computers in a network.

Server—A server is a computer that manages the network resources, software and files. It is normally dedicated, i.e., it performs no other task besides the allocated task.

Workstation—A workstation is a computer intended for individual use in a networking environment. It is like a personal computer except that it is connected to other computers as well as to the main computer i.e., the server.

Network Interface Card—Network Interface Card is a piece of hardware placed inside the system unit. It is designed to allow computers to communicate over a computer network. It provides physical access to a networking medium.

Transmission Channels—Each computer in the network is interconnected through transmission channels. These channels can be wired or wireless. Data is exchanged between two computers in a network using these channels.

- The physical arrangement of the cables, computers and other peripheral devices to form a network is known as a topology. Examples are : Bus Topology, Star Topology, Ring Topology.
- Bus Topology**—Bus Topology is made up of a main single cable with the terminators at both ends. It is the shared communication medium that makes the backbone of the system. Computers and the other devices including the server are connected to this linear cable for communication.

Star Topology—Star Topology is the most common topology used. Here all the workstations are connected to a central connection point called a hub. Any data that is sent to the other computer, first goes to the central hub and from there it is redirected to the destination computer.

Ring Topology—In a ring topology, every workstation has exactly two neighbours for communication purposes. All messages travel through a ring in the same direction either 'clockwise' or 'anticlockwise'.

Lab Activity

Ans. Do it yourself.



3

Working with PowerPoint Presentation 2010



Exercise

A. Tick (3) the correct option :

Ans. 1. a 2. b 3. b 4. d

B. Fill in the blanks :

- Ans.**
- MS PowerPoint is a **presentation** software and is a part of **Microsoft Office** package.
 - You can enter text in a slide in **Slide sorter** view.
 - Design Template** is a set of pre-designed formats and colour schemes which can be applied to the background of a presentation.
 - A **Colour Scheme** consists of eight different coordinated colours used by all the elements of a slide.
 - Normal view** is a tri-pane view that allows you to see the three aspects of a presentation within one window.
 - Note page** view is used to enter explanatory notes in a slide.

C. State 'True' or 'False':

Ans. 1. True 2. True 3. False 4. True 5. True

D. Name the following:

Ans. 1. Footnote 2. Border 3. Design Template
4. Normal view 5. Slide Sorter view

E. Replace the incorrect word with correct word in the following sentences :

1. To start Power Point, click **start** button first.
2. **Footnote** indicates the source of the slide's data.
3. A slide may contain **text** to highlight main ideas.
4. To create a presentation, first step is to select **slide layout**.
5. Creating a presentation, the last step is to preview the slide show.
6. Click on **animation** menu, and then select any of the animation of your choice.
7. Animations are **sounds** or visual **effects** that can be added to a title, bulleted points or an object such as chart or picture on a slide.

F. Answer the following questions :

- Ans.** 1. A PowerPoint presentation is a series or a collection of several pages called slides arranged in an organized way to present information.

Benefits of a Presentation

A PowerPoint presentation has many benefits as given below :

- a. A PowerPoint presentation can be presented or projected on a big screen by attaching a computer to the multimedia projector.
- b. It is a very useful application to present the views through visual aids.
- c. Data from MS Word, MS Excel, Clip Art or Paint, photos from a digital camera and sound effects can also be incorporated in a slide.

Using Power Point presentation, handouts, speaker notes and outline can also be made.

2. A PowerPoint presentation is a series or a collection of several pages called slides arranged in an organized way to present information.

The basic components of a slide are :

Title : It is a descriptive heading that gives the audience an idea of what the slide is all about.

Subtitle : It is the brief description of the slide that emphasises the central idea of slide.

Footnote : It indicates the source of the slide's data.

Border : It acts like a frame of the slide.

Graphic Object : A graphic object may be a drawing object such as an AutoShape, Curve line WordArt, a Chart, a ClipArt or a Picture.

3. Animations are special sound or visual effects that can be added to a title, bulleted points or an object such as chart or picture on a slide. Transition is a special effect added to the slide's initial appearance on screen. The slide can appear from the right, dissolve gradually or fade through the background of the previous slide.

4. To switch between different views, just click a View button on the lower left corner of the PowerPoint application window.

a. Normal View : Normal View is a tri-pane view that allows you to see three different aspects of your presentation within one window. These three panes are : Slide pane, Outline pane and Notes pane.

b. Outline View : In the Outline view, you can organise the structure of your presentation. In Outline View, only the main text of slides are shown. Graphic objects such as charts, tables, clips, pictures, etc. are not shown.

c. Slide Sorter View : In Slide Sorter view, all the slides of your

presentation are displayed in miniature form. In this view, you can move or copy a slide. In this view, you can add, delete, move and copy all the slides of your presentation.

- d. **Slide Show View** : The Slide Show runs your presentation from current slide and shows the presentation with one slide at a time in sequence as an automated Slide Show.
 - e. **Notes Page View** : Switch to Notes Page view to enter explanatory notes in the Notes Page of a slide. To switch to Notes Page view, use View Notes Page view command.
5. The basic components of a slide are :
- Title : It is a descriptive heading that gives the audience an idea of what the slide is all about.
 - Subtitle : It is the brief description of the slide that emphasises the central idea of slide.
 - Footnote : It indicates the source of slide's data.
 - Border : It acts like a frame of the slide.
 - Graphic Object : A graphic object may be a drawing object such as an AutoShape, Curve line WordArt, a Chart, a ClipArt or a Picture.

Lab Activity

Ans. Do it yourself.



4 Adobe Photoshop CS3



Exercise

A. Tick (3) the correct option :

Ans. 1. c 2. b 3. d

B. Fill in the blanks :

- Ans.
1. **Photoshop** provides various tools for selecting, painting, drawing, editing, erasing and viewing images.
 2. The feature that allows two or more separate images to merge as one is **weld**.
 3. At the time of creating a new image, you can adjust, **background etc**.
 4. A **Clone stamp tool** determines the colour model used to display and print images.
 5. **Marquee tool** provides a powerful method of working of one element of an image without disturbing the others.

C. State 'True' or 'False':

Ans. 1. True 2. True 3. False 4. True 5. True

D. Name the tool used in the following :

- Ans.
1. .PSD
 2. Filters
 3. Warping Text
 4. Clone stamp Tool

E. Answer the following questions :

- Ans.**
1. Filter helps to give special effects to the image or selected portion of an image. There is long list of built-filters in Photoshop.
 2. **.JPEG** file format is commonly used extension to image files. JPEG stands for Joint Photographic Expert Group. The format is widely used by the people. It is easily uploaded, transferred, shared and posted on sites because of its small size.

.GIF

This file format is commonly used extension for the web graphics. It stands for Graphics Interchange Format and is meant for web graphics only and for web photos.

3. **.PSD** file format is capable of supporting all the features provided in the Photoshop such as layers, layer masks, adjustment layers, channels, paths, etc. The file format is easily accepted by the home printers.
.PDF stands for Portable Document Format and is one of the most commonly used file format. The file extension is capable of supporting all Photoshop features. It is widely used for printing.
4. Photoshop's layers can be thought of as separate films, much like transparency sheets. Each layer contains its own discrete contents. Individual layers contain objects which together create your composite image. You can change one layer without affecting the other layers or the background of the image to make the work easier.
5. Photoshop is empowered with all kinds of possible tools that are required to meet the needs of a picture. Using the tools, one can not only enhance the beauty of the picture, but can also change the look of the picture.
Photoshop's Tool palette is divided into four sections according to the nature of work of the tools : Selection Tools, Path, Text and Shape Tools, Painting Tools and View Tools.
6. Photoshop is a photo-editing software by Adobe. You might have seen photographs in your school function, marriage party and other occasions. When the album for these events is created, the people in the pictures look very handsome and pretty. This is not only camera's effect you see in the albums but many of the pictures are edited and some effects are given, so these pictures look beautiful. There are various versions of Photoshop available.

7. Photoshop's Tool palette is divided into four sections according to the nature of work of the tools : Selection Tools, Path, Text and Shape Tools, Painting Tools and View Tools.

8. **Lasso Tools**

This tool is also used to select areas on the image; however, it gives the freedom to choose irregular shape areas. Polygon Lasso tool is used to select objects with a lot of angles because it draws only straight. Meanwhile, Magnetic Lasso tool is used to select areas which have reasonably well-defined edges.

These tools consist of Freehand, Polygon and Magnetic selection tools. Steps are given below :

- Step 1 : Right-click on Lasso Tool. Sub-palette opens.
 Step 2 : Select any one of the three Tools from palette.
 Step 3 : Drag the mouse over the image to get the desired selection of an image.
9. Crop tool is used to remove unwanted portion of the image and in other words to retain the desired area of an image. The area outside the selection is removed from the screen.
 To crop an image, follow the given steps :
 Step 1 : Open the image. Click on the Crop Tool.
 Step 2 : Drag the mouse over the part of the image you want to retain.
 Rest of the portion will be removed. Press Enter.
 Image gets cropped.
10. It is very essential to choose a correct file format while saving the image. Saving the end product in incorrect file format can result sending all the efforts in vain. File format is the extension required necessarily after the name of the file.
 PSD, JPEG, GIF, PNG, TIFF

Lab Activity

Ans. Do it yourself.



5

QBASIC Programming Statements



Exercise

A. Tick (3) the correct option :

Ans. 1. a 2. b

B. Fill in the blanks :

- Ans.** 1. FOR ... NEXT is a **Loop** type of QBASIC statement.
 2. **While...**wend is used to end DO loop.
 3. **Do....Loop** works similar to DO WHILE loop.
 4. **Loop** is used to repeat certain steps a fixed number of times.
 5. The DO ... LOOP can be used either with WHILE statement or **Until** statement.

C. State 'True' or 'False':

Ans. 1. True 2. True 3. True 4. True 5. True

D. Find out the error in the following programs :

Ans. 1. Do it yourself 2. Do it yourself

E. Give the output of the following programs :

Ans. 1. Do it yourself 2. Do it yourself

F. Differentiate between the following Loops :

- Ans.** 1. A DO WHILE ... LOOP is performed as long as the condition being tested is 'true'. It means that the statements written within DO ... LOOP will be repeated till the condition is true. Every DO WHILE ... loop ends with the LOOP statement. Before the loop is ended, the counter variable must be incremented or decremented to avoid an infinite loop.

FOR...NEXT

FOR ... NEXT structure is used when you want to perform a loop a specific number of times. It uses a counter variable which is incremented or decremented with each repetition of the loop.

2. DO WHILE ... LOOP

A DO WHILE ... LOOP is performed as long as the condition being tested is 'true'. It means that the statements written within DO ... LOOP will be repeated till the condition is true. Every DO WHILE ... loop ends with the LOOP statement. Before the loop is ended, the counter variable must be incremented or decremented to avoid an infinite loop.

DO UNTIL ... LOOP

DO UNTIL ... is different from DO WHILE ... as it executes the statements until the condition is true. In other words, it executes the statement if the condition is false and it exits the loop if the condition is true.

3. DO WHILE ... LOOP

A DO WHILE ... LOOP is performed as long as the condition being tested is 'true'. It means that the statements written within DO ... LOOP will be repeated till the condition is true. Every DO WHILE ... loop ends with the LOOP statement. Before the loop is ended, the counter variable must be incremented or decremented to avoid an infinite loop.

WHILE ... WEND

The purpose of DO ... LOOP and WHILE WEND is similar except for the syntax. If the condition is placed at the end of the loop, the loop is executed at least once.

G. Answer the following questions :

Ans.

1. A loop is, thus used to repeat a block of statements a specific number of times. The following are the loops available in QBASIC :

DO WHILE ... LOOP

FOR NEXT

WHILE ... WEND

2. FOR ... NEXT

FOR .. NEXT structure is used when you want to perform a loop a specific number of times. It uses a counter variable which is incremented or decremented with each repetition of the loop.

Syntax

FOR counter_variable = StartValue to EndValue STEP StepValue

Statement1;

Statement2;

NEXT counter_variable

3. WHILE ... WEND

The purpose of DO ... LOOP and WHILE WEND is similar except for the syntax. If the condition is placed at the end of the loop, the loop is executed at least once.

Syntax

WHILE test condition

Statements

WEND

- DO ... UNTIL LOOP is different from DO WHILE ... as it executes the statements until the condition is true.
- Exit command is used to come out of a loop before the expected number of executions. EXIT command is used followed by either FOR or DO.

- Sample Program : To print numbers from 1 to 10
CLS

```
For A = 1 to 10
PRINT A
NEXT A
```

- DO UNTIL ... LOOP

DO UNTIL ... is different from DO WHILE ... as it executes the statements until the condition is true. In other words, it executes the statement if the condition is false and it exits the loop if the condition is true.

Syntax

```
DO UNTIL test condition
Statement1
Statement2
```

...

LOOP

Let us write a sample program using DO UNTIL ... LOOP.

- Sample Program : To print natural number 1 to 50.

CLS

```
For A = 1 to 50
PRINT A
NEXT A
```

Lab Activity

Ans. Do it yourself.



6 QBASIC—Graphics and Sound



Exercise

A. Tick (3) the correct option :

Ans. 1. c 2. b 3. a

B. Fill in the blanks :

- Ans.
- Text and Graphic are the two modes of screen in QBASIC.
 - There are a total of 16 colors to be used with COLOR command.
 - Sound command produces sound of a specific frequency for a specific duration from the PC speaker.
 - Square and rectangle can be drawn by using LINE command.
 - Hertz and Ticks are the two parameters used with SOUND command.

C. State 'True' or 'False':

Ans. 1. True 2. True 3. True 4. False 5. False

D. Match the following :

- Ans.**
- | | |
|-----------------|--------------------------------|
| 1. SCREEN 0 | e. Changes to text mode |
| 2. COLOR 4 | c. Sets the color to red |
| 3. PSET command | b. Sets the color of the pixel |
| 4. SOUND 20, 5 | a. Produces sound |
| 5. LINE command | d. Draws a box or line |

E. What do the following commands do? Write an example of each. Can these be used with the SCREEN mode?

- Ans.**
1. The BEEP command produces a beep sound that lasts for about half second.
 2. LINE command is used to draw a line between two specified coordinates.
 3. COLOR command is used to change the color of the screen and the text.
 4. SOUND command produces sound of a specific frequency for a specific duration from the PC speaker.
 5. The PSET command is used to display pixels on the screen. PSET command is effective only after you have given SCREEN command.
 6. PAINT command is used to print a particular point with the specified color.

F. Differentiate between the following :

- Ans.**
1. The SCREEN command is used to set the screen attributes. The screen attribute is always a number.
COLOR command is used to change the color of the screen and the text.
 2. The PSET command is used to display pixels on the screen. PSET command is effective only after you have given SCREEN command.
LINE command is used to draw a line between two specified coordinates.
 3. COLOR command is used to change the color of the screen and the text.
PAINT command is used to print a particular point with the specified color.
 4. The BEEP command produces a beep sound that lasts for about half a second.
SOUND command produces sound of a specific frequency for a specific duration from the PC speaker.
 5. **Line Command** is used to draw a line between two specified coordinates.
Circle Command is used to draw a circle of a specific radius at given coordinates.

G. Answer the following questions :

- Ans.**
1. QBASIC is not a graphic-oriented programming language. It was meant to a learner's language for basic programming techniques. However, with the help of some of its functions, you can achieve some level of graphic quality while keeping in mind the language's power.
 2. To create graphics in QBASIC, you must first know the SCREEN

command. All the graphic commands can be used only after the SCREEN command is used.

The SCREEN command is used to set the screen attributes. The screen attribute is always a number.

3. COLOR command is used to change the color of the screen and the text. You have to specify a color number which will be followed by the text in the PRINT statement.
4. The computer screen that you see consists of hundreds of picture elements known as pixels.

In other words, a pixel is the smallest possible element of an image on the screen.

Resolution of the screen or the image displayed is measured in terms of the pixels present horizontally and vertically on a screen. For example, resolution of 320×200 for an image would mean 320 pixels in a horizontal direction and 200 pixels in vertical direction.

5. **Line Command** is used to draw a line between two specified coordinates.

Circle Command is used to draw a circle of a specific radius at given coordinates.

Lab Activity

Ans. Do it yourself.



7

The Internet and Computer Virus



Exercise

A. Fill in the blanks :

- Ans.
1. A **network** is a collection of individual computers that are interconnected so that information can be easily exchanged.
 2. Many networks get connected together with the help of a **bridge**.
 3. **Network** helps people in offices to share a printer.
 4. The two most commonly used protocols are **TCP** and **IP**.
 5. **Virus** infect data files.

B. State 'True' or 'False':

- Ans. 1. True 2. True 3. True 4. False 5. True

C. Answer the following questions :

- Ans.
1. A network is a collection of individual computers that are interconnected in order to facilitate and expedite the exchange of information.

There are certain basic hardware that are needed to establish a network. The two computers that get connected in a network are called nodes. To further interconnect network nodes, many hardware devices can be used, depending on the type of networking required.

2. Meaningful information, called data, gets broken down into smaller units called packets before they get transferred to, or shared with, other company users. Each packet has an address that identifies the sender and the receiver. This address, which is used to exchange information,

is called the IP address. When another computer receives that information, it restructures the information received back into its original form.

3. Thus, a protocol is a set of rules that the computers connected in a network have to follow.

The two most commonly used protocols are TCP (Transmission Control Protocol) and IP (Internet Protocol). Together, they are known as TCP/IP.

Some other examples of protocols are :

1. HTTP (Hypertext Transfer Protocol)
 2. FTP (File Transfer Protocol)
 3. Telnet (Telnet Remote Protocol)
 4. SMTP (Simple Mail Transfer Protocol)
4. When information is transferred from one computer to another, it is important that both the computers, i.e. the sender and the receiver, are using the same set of rules. This is essential because it determines the format in which data is being sent. This set of rules is called File Transfer Protocol (FTP).

File information can be transferred through channels like a telephone line. When a file is sent to another computer, the process is called uploading.

When the file is copied in a remote computer, the process is called downloading.

5. Viruses are categorized by their infection targets. They can be :

Program Viruses : These infect program files that commonly have extensions such as .COM, .EXE, .SYS, .OVL, or .SCR. The most common programs attacked by viruses are standard DOS programs that have the .COM and .EXE file extensions. Examples of such viruses are Acid Rain, Trojan, Amoeba 298°, etc.

Boot Viruses : These infect the non-file areas of the hard disk and floppy disks. These areas offer an efficient way for a virus to spread from one to another. Examples are Danish Boot, Devil.941, etc.

Macro Viruses : These infect data files. They spread rapidly as infected documents are shared across networks. Examples are XM.Yohimbe.A, Melissa.mp, etc.

6. Follow these tips to minimize the virus risk to your computer :

- Have your automatic protection turned on all the time. Automatic protection is already set for you when you install most antivirus using the preset options.
- Perform a weekly manual scan of your hard disks. Manual scans are an added protection and they help to ensure that your computer is virus free. Most anti-virus programs have these automatic scans scheduled during installation.
- Scan all floppy disks before using them for the first time.
- Update your anti-virus programs regularly.
- Make regular backups of your hard disk.

Lab Activity

Ans. Do it yourself.



8

HTML-The Language of Web Pages



Exercise

A. Fill in the blanks :

- Ans.**
1. HTML stands for **Hypertext Markup Language**.
 2. HTML elements that include both an ON tag and an OFF tag are called **container** elements.
 3. HTML elements that include only an ON tag and no OFF tag are called **empty** elements.
 4. An HTML document can have **.html** or **.htm** as its extension.
 5. HTML documents have two distinct parts, **Head Section** and **Body Section**.
 6. The **bgcolor** attribute allows you to specify a colour to be used as background in the web page.

B. State 'True' or 'False':

- Ans.**
- | | | | |
|---------|---------|----------|---------|
| 1. True | 2. True | 3. False | 4. True |
| 5. True | 6. True | 7. True | 8. True |

C. Name the following :

- Ans.**
- | | |
|----------------------|------------------------------|
| 1. World Wide Web | 2. .html |
| 3. Tags | 4. Hypertext Markup Language |
| 5. Internet Explorer | 6. HTML 5.1 |
| 7. Tag | 8. Container Elements |
| 9. Empty Elements | 10. Head Element |

D. Answer the following questions :

- Ans.**
1. HTML is the acronym for Hypertext Markup Language. It is a computer language that is used for creating web pages.
HTML is a language for describing the structure of a document. It defines a set of common styles for web pages. For example; headings, paragraphs, lists etc. Web browsers act as HTML formatters. The browsers interpret HTML tags and format the text and images on the screen accordingly.
 2. HTML is a scripting language (or markup language) which differs completely from programming languages.
 - HTML is a cross-platform language, i.e., HTML documents can be used on any type of computer or platform like Macintosh Computer, IBM Computer, Unix, Windows etc.
 - It has additional features of linking documents.
 - HTML documents can be downloaded, interpreted and displayed on web browsers.
 - HTML 5.1 is the recent version of HTML.
 3. **Container Elements**
Most tags in HTML consist of an ON tag and an OFF tag. The OFF tag is written similar to the ON tag except that it contains a slash sign (/)

after the opening bracket, <. The elements that contain both the ON and OFF tags (also known as Opening and Closing tags) are called Container Elements.

For example,

```
<TITLE> MY FIRST PAGE </TITLE>
```

Here, TITLE tag is a container tag.

Empty Elements

These elements have only an ON tag and no OFF tag. The empty elements do not act on blocks of text, but perform a general operation on their own.

For example :

<HR> tag is used to draw a Horizontal Rule across the width of your page.

4. Document tags are needed for every HTML document. These tags are used to describe the overall structure of the page and also provide the header information.

An HTML document is divided into two sections, i.e., the Head section and the Body section. The Head section generally contains two elements. These are the Head element and the Title element. The Body section starts with the Body element and includes all the information/text to be displayed in the web page and the tags describing their structure.

5. A web page is made up of elements defined by HTML codes known as Tags. A tag is a specific instruction enclosed in angled brackets < and > which is attached to a part of the document. If brackets are not given, then the web browsers interpret the commands to be part of the text. A tag tells the web browser how that part of the document is to be displayed in the page.

Tag Attributes

Some tags have attributes that further provide options for the tag, e.g., the Font tag has a color attribute that allows you to specify a colour of the particular text.

All the parameters used for displaying the document are given within the ON tag and OFF tag of the BODY element.

The BODY element has the following attributes :

- background
- bgcolor
- text
- link
- align
- vlink
- left margin
- top margin

Lab Activity

Ans. Do it yourself.



9 Continue with HTML



Exercise

A. Fill in the blanks :

- Ans. 1. The full form of HTML is **Hypertext Mark up Language**.

2. There are **six** different levels of headings in HTML.
3. The align attribute can be added to the **four** tag to center, left or right align the heading.
4. Blank spaces can be added in the text by using the **HTML** code.
5. To start a new line, the empty element **Break Tag** is used.

B. State 'True' or 'False':

- Ans.** 1. True 2. False 3. True 4. True 5. True 6. False

C. Name the following :

- Ans.** 1. <P> Tag 2. nbsp;nbsp;
 3. <P align = left> 4. <H?> ... </H?>
 5. <CENTER> 6.
 7. <I> 8. <STRIKE>

D. Answer the following questions :

- Ans.** 1. To change the alignment of text in a paragraph, Align attribute can be used. Align attribute can take any one of the four values, i.e., align = left, align = center, align = right or align = justified.

Syntax : <P align = label> </P>

2. i. The tag can make the attributes face and size.
 ii. Syntax :
 where 'name' stands for the name of a font and 'val' stands for the value that the size attribute can take. There are seven value options, that is, 1,2,3,4,5,6 and 7 for the font size.

Example :

```
<HTML>
<HEAD>
<TITLE> CHANGING THE FONT AND FONT SIZE </TITLE>
```

3. To bolden, italicise, underline or strike through text, the container elements , <I>, <U>, or <Strike> can be used.

Example :

```
<HTML>
<HEAD>
<TITLE> Text Style </TITLE> </HEAD>
<BODY>
<B><I> HELLO WORLD </I> </B>
<U>HELLO WORLD </U>
<STRIKE>HELLO WORLD </STRIKE>
</BODY>
</HTML>
```

The code displays a page in Internet Explorer. The text is made bold, italic and underlined etc. as and when the respective tags are encountered.

4. Text can be made to appear in the center by using the container element <CENTER>.

Syntax : <CENTER> </CENTER>

Example :

```
<HTML>
<HEAD>
```



```
<TITLE> CENTER TEXT </TITLE> </HEAD>
<BODY>
<H1>
<CENTER> WELCOME TO HTML
</CENTER>
</H1>
</BODY>
</HTML>
```

Lab Activity

Ans. Do it yourself.