SUMMATIVE ASSESSMENT - SECOND TERM

Max. Marks: 50

COMPUTER SCIENCE

Std - VI **Time: 2 Hrs**

Name of the School:	**Name of the Student:**
_____	_____
Place:	**Roll No.:**
_____	_____

I. Fill in the blanks: **4 x 1 = 4**

1. A _____ runs and displays only the data that is specified in it.
2. Machine language is also known as _____
3. Algorithm is a procedure to solve _____
4. _____ is an example of interpreted programming language.

II. Choose the best answer: **4 x 1 = 4**

5. The language that a computer or a computing device understands is called _____

   a) Programming language b) Machine language

   c) Computer language

6. The _____ is used to start or terminate a process while drawing a flow chart.

   a) view box b) dialogue box c) terminal box

7. The Datasheet view is present in the _____ area.

   a) design b) view c) datasheet

8. _____ helps easily highlight a certain element and the relationships between each part.

   a) Flow chart b) Bar chart c) Pie chart

III. For the following true or false questions, indicate whether the statement is true or false: **4 x 1 = 4**

9. A logical step-by-step method to solve the problem is called Algorithm.
10. O's and 1's form the machine language that is understood by a computer or any computing device.
11. Access database is a collection of objects like tables, designs, datasheets, and queries.
12. To enter data into a table, design view is used.

IV. 13. Draw a pictograph showing the distribution of various programming languages. **1 x 4 = 4**

V. Answer the following not more than 50 words: (Any 7) **7 x 2 = 14**

14. Write any two differences between algorithm and flowchart.
15. What are the types of translators?
16. How do you run a query?
17. Draw and name the shapes used to draw a flowchart.
18. Write a short note on machine language.
19. What is a flowchart?
20. Write the advantage of using a query.
21. What is a programming language?

VI. Answer in detail: (Any 3) **3 x 5 = 15**

22. Write an algorithm to print the first 20 odd numbers of a number series. Also draw a flowchart for the same.
23. What is a translator? Write its purpose and explain its types.
24. Differentiate between algorithm and flowchart in detail.
25. What is programming? Explain with examples.

VII. 26. Draw a mind map of Translators. **1 x 2 = 2**

VIII. 27. Draw a flowchart to find the greatest of 3 numbers and print them in ascending order : **1 x 3 = 3**