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Code Number 67



**INDIAN SCHOOL MUSCAT
SECOND TERM EXAMINATION
SUBJECT : MULTIMEDIA & WEB TECHNOLOGY**

CLASS: XI

Sub. Code: 067

Time Allotted: 3 Hrs

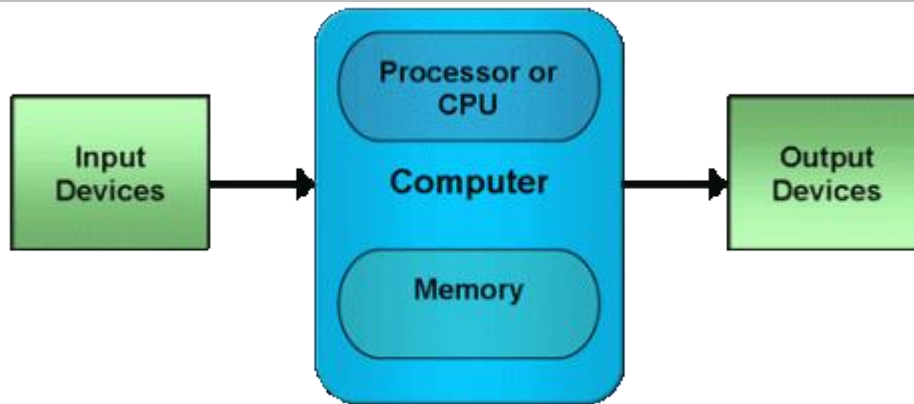
12.12.2017

MARKING SCHEME

Max. Marks: 70

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I.	<u>SECTION A (COMPUTER SYSTEM)</u>											
1.	Any two input devices can mentioned and explained. One Input device and its use carries 1 mark.											
2.	<table><tr><th>RAM</th><th>ROM</th></tr><tr><td>Random Access Memory or RAM is a form of data storage that can be accessed randomly at any time, in any order and from any physical location. allowing quick access and manipulation.</td><td>Read-only memory or ROM is also a form of data storage that cannot be easily altered or reprogrammed. Stores instructions that are not necessary for re-booting up to make the computer operate when it is switched off.They are hardwired.</td></tr><tr><td>RAM allows the computer to read <u>data</u> quickly to run applications. It allows reading and writing.</td><td>ROM stores the program required to initially boot the computer. It only allows reading.</td></tr><tr><td>RAM is volatile i.e. its contents are lost when the device is powered off.</td><td>It is non-volatile i.e. its contents are retained even when the device is powered off.</td></tr><tr><td colspan="2">Each difference carries ½ mark 4 differences carries 1 mark.</td></tr></table>	RAM	ROM	Random Access Memory or RAM is a form of data storage that can be accessed randomly at any time, in any order and from any physical location. allowing quick access and manipulation.	Read-only memory or ROM is also a form of data storage that cannot be easily altered or reprogrammed. Stores instructions that are not necessary for re-booting up to make the computer operate when it is switched off.They are hardwired.	RAM allows the computer to read <u>data</u> quickly to run applications. It allows reading and writing.	ROM stores the program required to initially boot the computer. It only allows reading.	RAM is volatile i.e. its contents are lost when the device is powered off.	It is non-volatile i.e. its contents are retained even when the device is powered off.	Each difference carries ½ mark 4 differences carries 1 mark.		
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3.	The following five units (also called " <i>The functional units</i> ") correspond to the five basic operations performed by all computer systems. 1) Input Unit 2) Output Unit 3) Storage Unit 4) Central Processing Unit (CPU) 5) Arithmetic and Logic Unit (ALU) 6) Control Unit											



Name of the units 1 mark

Diagram 1 Mark

4.	<p>Answer the following.</p> <p>a) 1 GB=2^{30} Byte.</p> <p>b) 1 petabyte=1024 Tera byte.</p>	$\frac{1}{2}$ each
5.	<p>An Operating System is a System Software that manages and serves other programs and also provides an interface for the user to interact with a computer. An operating system is the driving force for using the computer. It provides a software platform, on top of which, other programs, called application programs are executed. The application programs are designed in such a way that it can run on the environment of a particular operating system.</p>	2
6.	<p>Disk Defragmenter is a utility in Microsoft Windows designed to increase access speed by rearranging files stored on a disk to occupy contiguous storage locations, a technique called defragmentation.</p> <p>Disk Cleanup is a computer maintenance utility included in Microsoft Windows designed to free up disk space on a computer's hard drive. The utility first searches and analyzes the hard drive for files that are no longer of any use, and then removes the unnecessary files.</p>	2
7.	<p>1. System Software. Example WINDOWS, Mac & Linux etc.</p> <p>2. Application software .example Paint, moviemaker etc.</p> <p>3. Utility software .ex firewall, antivirus etc.</p> <p>Types of software carries 1 mark and example 1 mark</p>	2
8.	<p>The plotter is a computer printer for printing vector graphics. In the past, plotters were used in applications such as computer-aided design, though they have generally been replaced with wide-format conventional printers. A plotter gives a hard copy of the output. It draws pictures on a paper using a pen. Plotters are used to print designs of ships and machines, plans for buildings and so on.</p>	2
II.	<u>SECTION B (WEB DEVELOPMENT)</u>	
1.	<p>Stands for "Uniform Resource Locator." A URL is the address of a specific webpage or file on the Internet.</p>	1
2.	<p>HTML tags that need to be closed with <code></></code> command is called container tag. For example <code></code> and <code></code> is a container tag and also described as a nested tag. And the tags that don't need to be closed with <code></></code> command is called an empty tag. For example <code>
</code>, <code><hr></code> are the empty tags they dont need to be closed with <code></></code> command.</p> <p>Each point carries 1 mark</p>	2

3.	<p>The <a> tag defines as a hyperlink, which is used to link from one page to another. The most important attribute of the <a> element is the href attribute, which indicates the link's destination.Visit W3Schools.com!</p> <p>The <a> tag defines as an anchor linking to a location on the same page and to specific locations on another web page. To link to a specific location on a web page, use an anchor tag and the id attribute.</p> <pre> <h1 id="destination">Heading Text</h1></pre> <p>Each point carries 1 mark</p>	2
4.	Write the HTML code to generate a webpage in the format given below:	8
	<p>(½mark for correct use of <HTML> and <BODY> tags) (½mark for correct use of <TITLE> tag) (½ mark for BGCOLOR attribute of <BODY> tag) (1 mark for correct use of tag with face & color attribute) (½ mark for correct use of tag for heading) (½ mark for correct use of tag) (1 mark for correct use of list and TYPE attributes) (1 mark for using <TABLE>tag with ALIGN,BORDER, BORDERCOLOR,CELLPADDING) (½ mark for correct use of<CAPTION>tag) (½ mark for proper use of<TR>,<TH>&<TD>tag) (½ mark for use of<CENER>tag) (1 mark for proper use of<A>tag with HREF attribute)</p>	
5.	<p>Name the Tag and Attribute used for the following:</p> <p>a) <pre> </pre>tag b) <hr width=80% align ="center"></p> <p>Each point carries 1 mark</p>	2
6.	<p>A definition list is a list of items, with a description of each item. The definition list created using <dl> tag. The <dl> tag is used in conjunction with <dt> — defines the item in the list, and <dd> describes the item in the list.</p> <p>Defintion -1 mark Tags -1 mark</p>	2
7.	<p>Correct the error and rewrite the following HTML code: (an error carries ½ marks each)</p> <pre><html> <head><title>My Blog</title> <style type="text/css"> H1 { font-family="Lucida Handwriting" colour:"rgb(0,255,0)" } P{ text-decoration:"underline" } </style> </head> <body background="d:/flower.jpg"> <h1> My Blog<h1> <p> My Blog is the best </p> </body> </html></pre>	4
8.	<pre> </pre>	2

	Each tag carries 1 mark	
9.	<p>The valign attribute specifies the vertical alignment of the content in a cell. The align attribute specifies the horizontal alignment of the content in a cell. Each attribute specification carries 1 mark. Each point carries 1 mark</p>	2
10.	<p>Html code to create frame set: <html> <frameset rows="25%,*"> <frame src="frame_a.html"> <frame src="frame_b.html"> </frameset> </html> Each tag carries ½ mark</p>	2
11.	<p>Write the code to create the following form in html: <html><body> <form action="post"><center> Pizza hut
 order online
<center> First name: <input type="text" name="Name" value="enter the name in block letters">
 Cash <input type="radio" name="cash" value="male"> cash on delivery
 <input type="radio" name="cash" value="female"> pay online
 <select> <option value="veg pizza"> veg pizza </option> <option value=" Non veg pizza "> Non veg pizza </option> </select>
 <input type="button" value="Place Your Order"> </form> </body></html> Each form element tag carries 1 mark</p>	4
12.	<ol style="list-style-type: none"> 1) CSS Save lots of time 2) Easy maintenance 3) Pages load faster 4) Superior styles to HTML 5) Multiple Device Compatibility <p>Each advantage carries ½ marks</p>	2
13.	<ol style="list-style-type: none"> a) h1 { text-decoration: overline; font-variant: All-caps/uppercase; }<h1>HYPERTEXT MARK UP LANGUAGE <h1> b) h1 {background-color: yellow; border: dotted navy;} <h1>web scripting <h1> <p>Each properties carries ½ marks</p>	2
III.	<u>SECTION C (WEB SCRIPTING)</u>	
1.	<p>Client/ Server technology is a means for separating the functions of an application into two or more distinct parts. Client/ server describes the relationship between two computer programs in which one program, the client, makes a service request from another program, the server, which fulfills the request. The client presents and manipulates data on the desktop computer. The</p>	2

	server acts like a mainframe to store and retrieve protected data. It is network architecture in which each computer or process on the network is either a client or a server. Servers are powerful computers or processes dedicated to managing disk drives (file servers), printers (print servers), or network traffic (network servers). Clients are PCs or workstations on which users run applications. Clients rely on servers for resources, such as files, devices, and even processing power.															
2.	<table><thead><tr><th>LOCAL VARIABLE</th><th>GLOBAL VARIABLE</th></tr></thead><tbody><tr><td>Variables are declared inside a function.</td><td>Variables are declared outside any function.</td></tr><tr><td>Within a function, inside which they are declared.</td><td>Throughout the program.</td></tr><tr><td>Accessed only by the statements, inside a function in which they are declared.</td><td>Accessed by any statement in the entire program.</td></tr><tr><td>Created when the function block is entered and destroyed upon exit.</td><td>Remain in existence for the entire time your program is executing.</td></tr><tr><td>Local variables are stored on the stack, unless specified.</td><td>Stored on a fixed location decided by a compiler.</td></tr><tr><td colspan="2">Any Four difference carries ½ mark each.</td></tr></tbody></table>	LOCAL VARIABLE	GLOBAL VARIABLE	Variables are declared inside a function.	Variables are declared outside any function.	Within a function, inside which they are declared.	Throughout the program.	Accessed only by the statements, inside a function in which they are declared.	Accessed by any statement in the entire program.	Created when the function block is entered and destroyed upon exit.	Remain in existence for the entire time your program is executing.	Local variables are stored on the stack, unless specified.	Stored on a fixed location decided by a compiler.	Any Four difference carries ½ mark each.		2
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3.	Evaluate the following expression: a) 2 b) 125 c) 1001000 Each carries 1 mark.	3														
4.	<script language="javascript"> var yr=prompt("enter the year in numbers"); if ((parseInt(yr)%4) == 0) { if (parseInt(yr)%100 == 0) { if (parseInt(yr)%400 != 0) { alert("Not Leap"); } if (parseInt(yr)%400 == 0) { alert("Leap"); } } if (parseInt(yr)%100 != 0) { alert("Leap"); } } if ((parseInt(yr)%4) != 0) { alert("Not Leap"); }	3														

	<pre> } </script> </pre>	
5.	<p>Change the following script using Switch case without affecting the output.</p> <pre> <script language = "JavaScript"> day = prompt("Enter day:"); switch(day) Case " Sunday" Alert("It is not working day") Break Default: Alert("It is working day") </script> </pre>	3
6.	<pre> 10 40 40 10 </pre>	3
7.	<p>The return statement stops the execution of a function and returns a value from that function.</p> <pre> <script> <script language="JavaScript"> function myFunction(r) { return r * r; } var ans=myFunction(4); document.Write(ans); </script> </pre> <p>Definition 1 mark Example 1 mark</p>	2
8.	<p>Identify the errors in the following code and write the corrected script with the corrections underlined.</p> <pre> <Script Language=" JavaScript"> for (var A=1 ; A<=12 , A+3) { b=100 C=A * b Document.display(C) } </script> </pre> <p>Each error carries 1/2 mark each</p>	2