Marking	Scheme

Roll Number	





INDIAN SCHOOL MUSCAT SECOND PERIODIC TEST

INFORMATICS PRACTICES

CLASS: XII Sub.Code: 065 Time Allotted:50mts.

Marking Scheme

13.09.2018 Max .Marks: 20

	RAL INSTRUCTIONS:	
1.All th	he Questions are compulsory	
2. Read	the Question Carefully before writing the answer.	
1.	Write a JAVA code to generate the following series	2
	1,2,6,24 terms (use for loop)	
	Using for loop - ½ Mark	
	Using proper syntax with printing values -1½ Mark	
2.	Find the value of X and i after executing the following code:	2
	X=0 1Mark	
	I=10 1 Mark	
3.	Write a JAVA code to accept any number from the user and Find the sum of the	2
	digits of the accepted number. (use while loop)	
	Accepting value & using proper Syntax of While loop – 2 Marks	
4.	Convert the following from for loop to while loop	2
	Using the proper syntax of while loop – 2mark	
5.	How jTextArea is different from jLabel? Explain with an example.	1
	Text Area is used to display the result in multi line format. It is editable during the	
	program execution 1/2 Mark	
	Label is use used to display the result. It is non editable program execution1/2	
	Mark	
6.	Exit Level Loop It is used to check the condition at the end of the loop, if the loop	1
	condition is satisfying then the loop body executes, otherwise the loop terminates.	
7.	Write all the limitations of Switch Case and Explain what is the use of Default in	2
	Switch Case.	
	It is used to work baed on the equality.	
	It will work based on char, int, byte data types.	
	You can not use & and all the three points – 1 Mark	

Marking Scheme

	Default: if all the above conditions fails then the default statement executes. 1	
	Mark	
8.	10	2
9.	Define "Fall through" . Explain with an example.	2
	Explanation of Fall through – 1Mark	
	and example – 1 Mark	
10.	Convert the following code from switch case to If statement.	2
	Using proper syntax of if 1½ Mark	
	Writing all the statements ½ Mark	
11.	getText()-used to extract the value	1
	setText()- used to fix the value- 1/2 Mark	
	Example ½ Mark	
12.	charAt()-1 Mark	1