Name: _____	**Subject:** Computer	**Class:** 10th	**Time:** 80 minutes	Total Marks:	**40**
Chapter No.11		**MJDexpert.com**		Obtained marks	

Note: Please attempt any 10 short questions from Question 2. Also, attempt both parts of Question 3. Cutting and removal of any content is strictly prohibited.

Question #1: Select the Correct Option (1 × 12 = 12)

1. The correct syntax for the PSET statement is:
   A) PSET [color switch]   B) PSET [attribute, color switch]   C) PSET [attribute, color]
   D) PSET (x, z) [, color]
2. The total number of background colors available in BASIC is:
   A) 4   B) 8   C) 12   D) 16
3. In BASIC, to draw lines and create a box on the screen, which statement is used?
   A) PSET   B) LINE   C) DRAW   D) Both A and B
4. The different types of SCREEN modes on color monitors include:
   A) 2   B) 3   C) 4   D) 5
5. Which statement is employed to enable high-resolution mode?
   A) SCREEN 0   B) SCREEN 1   C) SCREEN 2   D) None of these
6. Which of the following is not a valid graphic mode command?
   A) LINE   B) PSET   C) COLOR   D) None of these
7. The pixel count horizontally and vertically defines the:
   A) Resolution of the monitor   B) Coordinates   C) Graphics   D) Ordinates
8. The number of foreground colors in medium-resolution mode is:
   A) 1   B) 2   C) 4   D) 16
9. A typical computer monitor operates in:
   A) Graphic mode   B) Text mode   C) Both A and B   D) None of these
10. The computer screen consists of hundreds of:
    A) Elements   B) Pixels   C) Pairs   D) Color modes
11. The set of colors including red, green, and brown is found in:
    A) Palette 0   B) Palette 1   C) Both A and B   D) None of these
12. When using BASIC, the monitor screen can be in:
    A) Graphic mode   B) Text mode   C) Both A and B   D) None of these

Subjective Section

Question #2: Provide Brief Answers (10 × 2 = 20)

1. Describe the purpose and syntax of the SCREEN statement.
2. Define what graphics are.
3. What is a pixel?
4. Explain the purpose and syntax of the PSET statement.
5. List the names of graphic modes available in GW-BASIC.
6. Provide a brief overview of high-resolution graphic modes.
7. Describe the LINE statement and its function.
8. What is the purpose of the DRAW statement?
9. Explain the purpose and syntax of the CIRCLE statement.
10. Define resolution in the context of graphics.

Question #3: Provide Detailed Answers (4 × 2 = 8)

a) What are graphics? Write a note on the various types of data display modes.
b) Provide the syntax for the CIRCLE statement and include an example for clarification.

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