

Name: _____						
Subject: Computer		Class: 10 th		Time: 80 minutes		
Chapter No.7		MJDexpert.com			Total Marks:	40
					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.

Objective Section

Question #1: Select the correct answer (1 × 12)

- Which operator has the highest priority in GW-BASIC?
A) = B) + C) * D) /
- The file extension for a BASIC program is:
A) bs. B) Doc. C) Txt. D) Bas.
- BASIC is classified as a _____ programming language:
A) High-level B) Low-level C) Assembly D) Machine
- How many logical operators are there in GW-BASIC?
A) 2 B) 3 C) 4 D) 5
- Which of the following is not a logical operator?
A) NOT B) AND C) OR D) NEITHER
- The maximum allowable length for a variable name in GW-BASIC is:
A) 32 characters B) 31 characters C) 45 characters D) 40 characters
- Which function key is used to save a file in GW-BASIC?
A) F2 B) F3 C) F4 D) F5
- What is the shortcut key to load a program in GW-BASIC?
A) F4 B) F3 C) F2 D) F1
- A variable name must begin with:
A) A letter B) An underscore C) A number D) Either A or B
- What error occurs when dividing by zero?
A) Syntax error B) Logical error C) Runtime error D) No error
- Which of the following is not an arithmetic operator?
A) < B) Mod C) - D) +
- In GW-BASIC, the symbol for multiplication is:
A) * B) × C) / D) &

Subjective Section

Question #2: Answer the following short questions (10 × 2 = 20)

- Explain the difference between a variable and a constant.
- What is the SYSTEM command in GW-BASIC used for?
- List the different types of variables.
- What are reserved words in programming?
- Describe the function and syntax of the EDIT command.
- Outline the process of saving a program in GW-BASIC.
- Define IDE. What are the features of IDE in GW-BASIC?
- What is the purpose of the AUTO command?
- Who created the BASIC language, and when?
- Provide a definition for the BASIC language.

Question #3: Answer the following long questions (4 × 2 = 8)

- Define operators in BASIC and explain the difference between arithmetic and relational operators.
- List the rules for naming variables in GW-BASIC.