

DESIGN OF QUESTION PAPER
CLASS X
SUBJECT: COMPUTER SCIENCE

Time : 3 Hours

Full Marks : 80

1. Weightage of Objectives:

Objectives	Knowledge	Understanding	Application	Skill	Total
Percentage of Marks	21	35	35	9	100
Marks	17	28	28	7	80

2. Weightage to Forms of questions:

Form of Questions	LA = 5marks	SA1 4 marks	SA2 3marks	SA3 2 marks	VSA 1 mark	Objective 1 mark	Total
No. of Questions	5	5	5	7	6		28
Marks Allotted	25	20	15	14	6		80
Estimated Time(in minutes)	60	45	35	28	12		180

3. Weightage of Contents :

Unit	Name of the Unit	Marks
1.1	Algorithm for problem solving and flowchart	7
1.2	Introduction to C Language	23
1.3	Arrays	20
2.1	Introduction to web page designing	20
2.2	Hyperlink and Form	10

4. Scheme of Section : NIL

5. Scheme of option : Internal option must be given in Essay/Long Answer type questions testing the same objective.

6. Difficulty level : Easy 40%, Average 50%, Difficult 10%

Sample Question Paper
Class-10
Subject- COMPUTER SCIENCE

Full Mark : 80

Time 3 hours

Answer all the questions.

1. What is a flowchart ? 1
2. Name the header file for clrscr(). 1
3. Which loop is called entry controlled loop ? 1
4. Differentiate between '\0' and '\n'. 1
5. Rewrite the following statements without using logical operators. 1
If (age>=10 & age <=30)
Print f ("youth");
6. Define an array. 1
7. What will be the values of a and b after the execution of the following statements: 2
int a, b = 3;
a = ++b * ++b;
8. What is the difference between a one dimensional and two dimensional array? 2
9. How do you declare and initialize a two dimensional array ? 2
10. Transpose a 3 x 4 matrix by giving with example. 2
11. What are the container and empty elements ? 2
12. Write the HTML code for 2
a) $A_i B_j$
b) $(x+y)^2 = x^2 + y^2 + 2xy$
13. Define a hyperlink. Name the element used to define a hyperlink. 2
14. Write the correct sequence of steps required for exchanging the contents of two numeric variables without using a third variable. 3
15. Draw a flowchart for finding the sum of first N natural numbers . 3
16. What are the primary data types in C ? 3
17. Write the attributes of and <HR>tags. 3
18. What is the long form of HREF ? Give an example of a hypertext link. 3
19. Write the following statements by using while and do – while statements. 4
for (i = 1 ; i <= n ; i ++)
for (j = 1 ; j <= i ; j ++)
print f ("%d" , j);
20. Write a C program to search an item in an array. 4
21. Write a C program to sort an array of numbers in ascending order. 4
22. Write a C program to find the sum of the diagonals of a square matrix. 4
23. Which element is used to insert an image in a document ? Write the HTML code to insert an image X. JPG in a document having the size of the image should be the half of the page. 4
24. Write a C program to reverse and sum the digits of a number which contain more than one digit. 5
25. Write a C program to print the first n term of the Fibonacci series. 5
26. Write a C program to subtract two matrices. 5
27. Write the HTML code to generate a web page in the format and style shown below. 5

** FOOD ITEMS**

A. Vegetables

- TOMATO
- CABBAGE
- BRINJAL

B. MEATS

IV. CHICKEN

3. CHICKEN CURRY

4. CHICKEN FRY

V. MUTTON

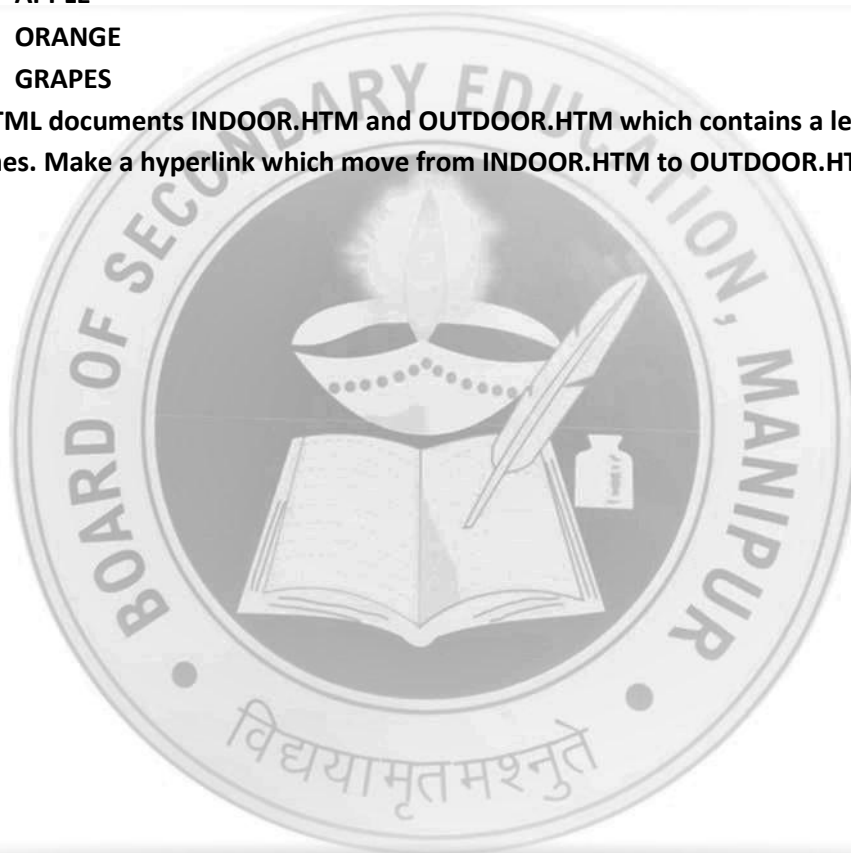
VI. PORK

C. FRUITS

- APPLE
- ORANGE
- GRAPES

28. Create two HTML documents INDOOR.HTM and OUTDOOR.HTM which contains a least 3 indoor games and 3 outdoor games. Make a hyperlink which move from INDOOR.HTM to OUTDOOR.HTM and vice versa.

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**QUESTION ANALYSIS OF
PROPOSED SAMPLE QUESTION**

Q. No.	Objective K/U/A/S Or K/E/C	Topic Chapter No & Name	Form of Question E/SA1/SA 2/ SA3/VSA/ O	Marks allotted	Estimated Difficulty Level A/B/C	Time (mins)
1	U	1.1 Algorithm of problem solving	VSA	01	A	2
2	K	1.2 Introduction to C	VSA	01	B	2
3	K	1.2 Introduction to C	VSA	01	B	2
4	A	1.2 Introduction to C	VSA	01	B	2
5	A	1.2 Introduction to C	VSA	01	C	2
6	K	1.3 Arrays	VSA	01	A	2
7	A	1.2 Introduction to C	SA3	02	A	4
8	K	1.3 Arrays	SA3	02	B	4
9	K	1.3 Arrays	SA3	02	B	4
10	A	1.3 Arrays	SA3	02	B	4
11	K	2.1 Introduction to web page	SA3	02	B	4
12	A	2.1 Introduction to web page	SA3	02	B	4
13	K	2.2 Hyperlinks and Forms	SA3	02	B	4
14	A	1.1 Algorithm for problem solving	SA2	03	C	7
15	A	1.1 Algorithm for problem solving	SA2	03	A	7
16	K	1.2 Introduction to C	SA2	03	A	7
17	K	2.1 Introduction to web page	SA2	03	B	7
18	S	2.2 Hyperlinks and Forms	SA2	03	A	7
19	A	1.2 Introduction to C	SA1	04	B	9
20	U	1.3 Arrays	SA1	04	A	9
21	U	1.3 Arrays	SA1	04	B	9
22	U	2.1 Introduction to web page	SA1	04	C	9
23	S	2.1 Introduction to web page	SA1	04	B	9
24	U	1.2 Introduction to C	E	05	A	12
25	U	1.2 Introduction to C	E	05	B	12
26	A	1.3 Arrays	E	05	A	12
27	U	2.1 Introduction to web page	E	05	A	12
28	A	2.2 Hyperlinks and Forms	E	05	B	12