ADDITROM SCHOOL

Motto: the truth giveth light and peace

JUNIOR HIGH SCHOOL ONE (1) - COMPUTING

PART I PRACTICAL SKILLS (24 MARKS)

1. (a) Study the diagram below carefully and answer the questions that follow:

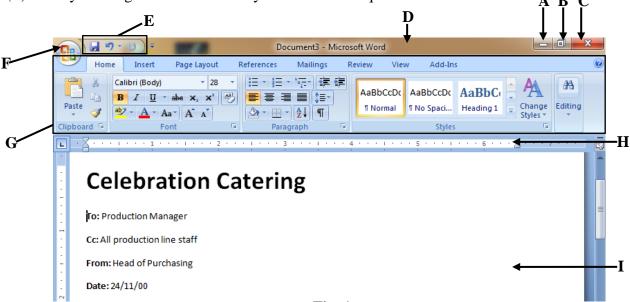


Fig. 1

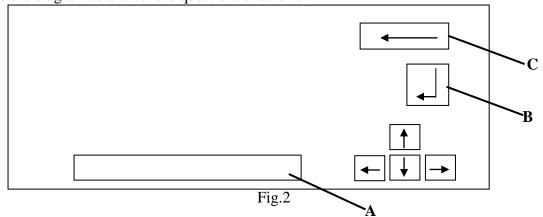
(i) Identify the features labelled A - I.

- [9 marks]
- (ii) List the steps you would follow to start the application shown in fig.1.
- [4 marks]

(iii) What is the title/name of the document shown in fig.1?

[1 mark]

(b) Use the diagram to answer the questions that follow.



(i) What is the device shown in fig.2?

[1 mark]

(ii) Name the features labelled A, B and C and state their uses in word processing. [9 marks]

PART II

GENERAL KNOWLEDGE IN COMPUTING (36 Marks)

Answer any three questions from this part. All questions carry equal marks.

2. (a)	(i) (ii)	Expand and define VDU. Name the two types of VDUs below.	[2 marks] [2 marks]
		A B	
	(iii)	State any two (2) advantages device labeled A has over the one labeled B.	[2 marks]
<i>(b)</i>	(i) (ii) (iii)	What is an application software? What is cold booting? State any two (2) reason why we "warm boot" a computer.	[2 marks] [2 marks] [2 marks]
3. (a)	(i) (ii)	Define computer hardware. Identify the types of system cases below: A B	[2 marks]
	(iii)	What is a PC peripheral device?	[2 marks]
<i>(b)</i>	(i) (ii)	Expand and define e-learning? State any two (2): (α) pros of e-learning (β) cons of e-learning	[2 marks] [2 marks] [2 marks]
4. (a)	(i) (ii)	Explain the term manipulative keys. List any: (α) four (4) symbols that can be typed with the shift key. (β) four (4) symbols that can be typed without the shift key.	[2 marks] [2 marks] [2 marks]
(b)	(i) (ii)	What is an operating system? Describe any two user interfaces provided by operating systems.	[2 marks] [2 marks]
5. (a)	(i) (ii) (iii)	State any two (2) command buttons on the title bar of a window. Give any two hardware components of a PC in the system unit. State any two output peripherals for audio output.	[2 marks] [2 marks] [2 marks]
(b)	(i) (ii)	What is a program? Describe any two ways of launching a computer program.	[2 marks] [4 marks]