**BENEFITS**

- 10 Sample Question Papers to cover each and every important concept from an examination perspective
- CBSE ‘Question Papers Design’ to facilitate exam oriented study
- Answers strictly follow CBSE Marking Scheme to aid self evaluation
- On tips Notes to enable quick revision

**DESIGN OF THE QUESTION PAPER**

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*Solutions for SQP 6 – 10 can be downloaded from www.oswaalbooks.com*
SAMPLE QUESTION PAPERS
CLASS 11
MARCH 2017 EXAMINATION

COMPUTER SCIENCE C++

*Solutions for SQP 6-10 can be downloaded from www.OswaalBooks.com

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# Tips on How to Score High in Your Examinations

## 1. Believe in Yourself
This is the foremost barrier to be crossed for scoring high marks in exams. One needs to believe in his/her ability to learn, memorise and reproduce what has been learnt. Exams are nothing but the test of our faith, confidence and knowledge.

## 2. Follow a Timetable
A well-set timetable allotting specific durations for studying, sleeping, playing, surfing the net and eating can help every student a lot. Every above quoted thing has to be done every day. A proper schedule can help a student beat examination stress.

## 3. Set Every Day Goals
Preparations should be done every day to excel on the day of exams without depending upon any miracle capsule to bail you out at the last moment. By setting every day targets and goals, one can achieve incredible results in terms of efficiency and performance.

## 4. Stay Healthy
Health is wealth. This adage never fails. Only a sound body and sound mind can work effectively towards achieving any objective. Thus, a healthy body is a mandate for rigorous mental exercise that comes up during examinations.

## 5. Practice Daily
We eat daily, we sleep daily, so why not study daily? Regular practice in every subject will keep students close to a subject. If one avoids any subject for more than three days in a go, he/she is bound to lose interest in it.

## 6. Play Games
Playing games, both indoors and outdoors, help in inculcating a practical approach towards dealing with a problem along with beating the examination stress.

## 7. Presentation
Till now we have discussed the pre-exam tips. This is a crucial tip while writing the examinations. A systematic and neat display of answers can boost your chances of scoring high.

## 8. Time Management
You need to manage time not only during exam preparations, but also at the time of solving the question paper. Carrying a wristwatch during exams is an excellent way to manage time well. You should also try and save some time at the end of the paper to recheck the answers.

## 9. Sleep Well
A sound sleep at night before the exam helps us relax and rejuvenates our mind. The tired brain needs enough rest and we need to understand this. It is only then that we will be able to make the most of it during examinations.

## 10. Relax Yourself
This is last but not the least. Relaxing is like meditating. When we are relaxed we are the most efficient in reproducing what we have learnt.

### Tips on How to Get The Oswaal Advantage

## 1. Oswaal - Your Elixir of Positivity and Confidence
Positivity and confidence can do wonders to your grades, far more than you think. By studying from Oswaal Sample Question Papers, you develop confidence in yourself which makes you positive and hence gives you the winners’ advantage! A bunch of important questions along with their systematic presentation helps you tremendously in studying effectively.

## 2. Oswaal - Your Planner for Examination Preparations
You must make a schedule for your studies followed by strict implementation of that schedule. Oswaal SQPs give you questions on important topics or topics that need more practice or time. Oswaal SQPs include last year exam questions as well as sample papers for the proper schedule of your study. You may also study with your friends and make the entire learning process fun!

## 3. Oswaal - Your Confidence Booster Just Before the Exam
One should never try and read, study or cram anything new just before the exam. You can open your Oswaal SQPs and read through the answers highlighted by you a night before for the last time and then put away all your books. This gives you a new wave of confidence just before the commencement of your exam!
Unit-1: Computer Fundamentals (18 Theory + 6 Practical) Periods

Classification of computers: Basics of computer and its operation; Functional Components and their interconnections, concept of Booting.

Software concepts: Types of Software - System Software, Utility Software and Application Software

System Software: Operating System, Compiler, Interpreter and Assembler;


Utility Software: Anti Virus, File Management tools, Compression tools and Disk Management tools (Disk Cleanup, Disk Defragmenter, Backup).


Number System: Binary, Octal, Decimal, Hexadecimal and conversion between different number systems.

Internal Storage encoding of Characters: ASCII, ISCII (Indian Scripts Standard Code for Information Interchange), and UNICODE (for multilingual computing)

Microprocessor: Basic concepts, Clock speed (MHz, GHz), 16 bit, 32 bit, 64 bit, 128 bit processors; Types - CISC Processors (Complex Instruction Set Computing), RISC Processors (Reduced Instruction Set Computing), and EPIC (Explicitly Parallel Instruction Computing).

Memory Concepts: Units: Byte, Kilo Byte, Mega Byte, Giga Byte, Tera Byte, Peta Byte, Exa Byte, Zetta Byte, Yotta Byte.

Primary Memory: Cache, RAM, ROM

Secondary Memory: Fixed and Removable storage - Hard Disk Drive, CD/DVD Drive, Pen Drive, Blue Ray Disk.


Unit-2: Programming Methodology (28 Theory + 10 Practical) Periods

General Concepts: Modular Approach, Clarity and Simplicity of Expressions, Use of proper names for Identifiers, Comments, Indentation; Documentation and Program Maintenance; Running and Debugging programs, Syntax Errors, Run-Time Errors, Logical Errors

Problem Solving Methodologies: Understanding of the problem, Solution for the problem, Identifying minimum number of inputs required for output, Writing code to optimizing execution time and memory storage, step by step solution for the problem, breaking down solution into simple steps (modular approach), Identification of arithmetic and logical operations required for solution; Control Structure- Conditional control and looping (finite and infinite).

Problem Solving: Introduction to Algorithms/Flowcharts.
Introduction to user-defined function and its requirements.

Defining a function; function prototype, Invoking/calling a function, passing arguments to function, specifying argument data types, default argument, constant argument, call by value, call by reference, returning values from a function, calling functions with arrays, scope rules of functions and variables local and global variables. Relating to Parameters and return type concepts in built-in functions.

Structured Data Type

Arrays: Introduction to Array and its advantages.

One Dimensional Array: Declaration/initialization of One-dimensional array, Inputting array elements, accessing array elements, manipulation of array elements (sum of elements, product of elements, average of elements, linear search, finding maximum/minimum value).
Declaration / Initialization of a String, string manipulations (counting vowels/consonants/digits/special characters, case conversion, reversing a string, reversing each word of a string)

Two-dimensional Array: Declaration/initialization of a two-dimensional array, inputting array elements, accessing array elements, manipulation of Array elements (sum of row element, column elements, diagonal elements, finding maximum/minimum values)

User-defined Data Types: Introduction to user defined data types.

Structure: Defining a Structure (Keyword Structure), declaring structure variables, accessing structure elements, passing structure to functions as value and reference, argument/parameter, function returning structure, array of structure, passing an array of structure as an argument/a parameter to a function.
Defining a symbol name using typedef keyword and defining a macro using #define preprocessor directive.

Inbuilt Functions

<table>
<thead>
<tr>
<th>Header file Categorization</th>
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<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Standard input/output functions</td>
<td>stdio.h</td>
<td>gets (), puts ()</td>
</tr>
<tr>
<td>Character Functions</td>
<td>ctype.h</td>
<td>isalnum (), isalpha (), isdigit (), islower (), isupper (), tolower (), toupper ()</td>
</tr>
<tr>
<td>String Function</td>
<td>string.h</td>
<td>strncpy (), strcat (), strlen (), strcmp (), strcpy (), strem (), strlen (), strupr (), strltr ()</td>
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<tr>
<td>Mathematical Functions</td>
<td>math.h</td>
<td>fabs (), pow (), sqrt (), sin (), cos (), abs ()</td>
</tr>
<tr>
<td>Other Functions</td>
<td>stdlib.h</td>
<td>randomize (), random ()</td>
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Introduction to user-defined function and its requirements.

Defining a function; function prototype, Invoking/calling a function, passing arguments to function, specifying argument data types, default argument, constant argument, call by value, call by reference, returning values from a function, calling functions with arrays, scope rules of functions and variables local and global variables. Relating to Parameters and return type concepts in built-in functions.
Practical – C++

Duration: 3 hours  Total Marks: 30

1. Programming in C++  10

One programming problem in C++ to be developed and tested on Computer during the examination. Marks are allotted on the basis of following:

Logic : 6 Marks
Documentation : 2 Marks
Output presentation : 2 Marks

2. One logical problem to be solved through flow charts.  04

3. Project Work  06

Problems using String, Number, array and structure manipulation

General Guidelines: Initial Requirement, developing an interface for user (it is advised to use text based interface screen), developing logic for playing the game and developing logic for scoring points

- Memory game: A number guessing game with application of 2 dimensional arrays containing randomly generated numbers in pairs hidden inside boxes.
- Hollywood/Hangman: A word Guessing game
- Cows ’N Bulls: A word/number Guessing game
- Random Number Guessing Game (High/Low)
- A game to check whether a word does not use any of the forbidden letters
- Cross ‘N’ knots game: A regular tic-tac–toe game.

Similar projects may be undertaken in other domains. (As mentioned in general guidelines for project, given at the end of the curriculum in a group of 2-4 students)

4. Practical File (5 + 1) = 6*

(a) Record of the configuration of computer system used by the student in the computer lab (by exploring inside computer system in the first 2 lab classes).
(b) Must have minimum 20 programs from the topics covered in class XI course.

- Programs on Control structures
- Programs on String manipulations
- Programs on array manipulations(1D & 2D)
- Programs on structures.

*1 mark is for innovating while developing programmes.

5. Viva Voce  04

Viva will be asked from the syllabus covered in class XI and the project developed by the student(s).

*1 mark is for innovating while developing programme.
**Time 3 Hours** | **Max. Marks: 70**
--- | ---

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1. No chapter wise weightage. Care to be taken to cover all the chapters.
2. The above template is only a sample. Suitable internal variations may be made for generating similar templates.
3. Keeping the overall weightage to different form of questions and typology of questions same.

*Note: Question Paper Design developed by ‘Oswaal Subject Expert’.*
Instructions:
1. All questions are compulsory.
2. The paper contains 7 Sections
3. Programming Language: C++
4. While writing programs, prefer to take inputs from the user.
5. Illustrate the concept with the help of an example.
6. 15 minutes time has been allotted to read this question paper. During this time, the student will only read the question paper, he/she will not write on the answer book.

SECTION-1

1. Name two commonly used operating systems.
2. What is known as Volatile Memory?
3. Give examples of Non-preemptive Scheduling techniques.
4. What is Booting? What are its types?
5. Find the eight bit two's complement form of this decimal number: -13
6. Convert the following:
   (i) 72905_{10} to hexadecimal
   (ii) 166_{8} to binary
7. What is the difference between RISC and CISC computers?

SECTION-2

8. Define Echo-printing.
9. Write the stages of Program Development Process.
10. How prologues and comments are different from each other?
11. What is the difference between Run time error and Logical error? Explain with examples.
12. Name two types of compilation errors.
13. What is pretty printing?

SECTION-3

15. What do you mean by Data Abstraction and Encapsulation?
16. Which escape sequences represent the newline character and null character?
17. What is the data type in C++? What is the difference between fundamental data types and derived data types? Explain with example.
18. Why is function main( ) special? What would happen if main( ) is not present in the program?

SECTION-4

19. What do you mean by type casting and type promotion?
20. Given the following code fragment
    ```
    int ch=20;
    cout<<++ch<<"\n"<<ch<<"\n";
    ```
    (i) What output does the above code fragment produce?
    (ii) What is the effect of replacing ++ch with ch+1.
21. Rewrite the following program after removing the syntactical error(s), if any, Underline each correction.
    ```
    #include<iostream.h>
    const int Multiple 3;
    void main ( )
    {
        Value = 15;
        for (int Counter = 1; Counter <=5; Counter++, Value = 2)
    ```
PRODUCT NOT FOUND!

Product not found!

continue
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