4

(b) Give the difference between Primary memory and Secondary memory. (2)

7. (a) What is impact printer? Explain any one type of impact printers. (3)

(b) What is a volatile and non-volatile memory? Explain with help of example. (3)

8. Write short notes on (Any Two): (6)

- (i) Big Data
- (ii) Mobile Computing
- (iii) Data Mining

[This question paper contains 4 printed pages.]

Your Roll No.....

Sr. No. of Question Paper: 4150

Unique Paper Code

: 62341101

Name of the Paper

: Computer Fundamentals

(GEC-1.2)

Name of the Course

: B.VOC. (CBCS) 2019

Semester

: I

Duration

: 2 Hours

Maximum Marks

: 50

Instructions for Candidates

- 1. Write your Roll No. on the top immediately on receipt of this question paper.
- 2. Section A is compulsory.
- 3. Attempt any five questions form Section B.

Section A

1. (a) Give full forms of:

(5)

- (i) PC
- (ii) MICR
- (iii) ASCII

(iv) EEPROM

- (v) OCR
- (b) Define mainframe computer.

- (2)
- (c) List two uses of the supercomputer.
- (2)
- (d) What is the purpose of RAM?
- (2)
- (e) Explain the any two limitations of a Computer system. (2)
- (f) What are the applications of computers in Entertainment Industry? (2)
- (h) Give the 2's Complement of 10101010100 (1)
- (i) Arrange the following in order of speed and size:

Registers, Magnetic disk, Cache memory, RAM

(2)

Section B

 (a) Differentiate between System Software and Application Software with one example for each.

- (b) What are the components of the computer systems? (3)
- 3. Perform the following conversions: (6)
 - (i) $(BCA)_{16} = (?)_{10}$
 - (ii) $(110101011101)_2 = (?)_{16}$
 - (iii) $(345)_8 = (?)_2$
- 4. (a) What is Operating System? Explain main functions of operating system. (3)
 - (b) What is an Optical Scanner? Explain how it works. (3)
- 5. (a) Write a short note on Plotter. (3)
 - (b) What is the use of the Device driver? (3)
- 6. (a) Perform the following operations:
 - (i) Add $(1001100100)_2$ and $(11101001001)_2$.

(2)

(ii) Subtract $(1010111111)_2$ from $(11110111)_2$.

(2)