Chapter 1. Computers Fundamentals

1. Tick he correct answer.
	1. Iv. Electronic
	2. i. input
	3. i. RAM and ROM
	4. i. byte
	5. iii. 1024 MB
2. Answer the following as true or false
	1. True
	2. False
	3. True
	4. False
	5. False
3. Match it
	1. iii
	2. v
	3. i
	4. ii
	5. iv
4. fill in the blanks
	1. information
	2. hardware
	3. Random
	4. Bits
	5. Cache
5. Very short answer type questions.
	1. 1024 KB
	2. Cache memory
	3. Nibble, byte, kilobyte, megabyte, gigabyte, terabyte, petabyte, zettabyte, yottabyte
	4. Binary Digits
6. Short Answer type questions.
	1. Hardware and software
		1. Hardware: Physical parts of computer to which we can see and touch are called hardware. eg. Monitor printer, mouse, keyboard etc.
		2. Software: the parts of computer cannot be touched are called software. Eg. MS paint, MS word, MS Excel etc.
	2. Data: unprocessed information (meaningless information) or raw fact or figure is called data.

Information: processed data or meaningful data is called information.

* 1. System software is a set of programs that controls the working of our computer system. It acts like an interface between the user and computer. It also help computer to understand user’s problem. E.g. Operating system, device driver etc.
	2. RAM:- Random access memory is a temporary memory it is also known as read/ write memory. It contains all the opened applications and the information is retained in it till the power supply is ON.

ROM: It is a permanent electronic memory as it does not loses its contents even if power supply is switched off. But this memory can only be read from it and we can not write in it. ROM has some permanent information stored in it which help to start the computer.

* 1. It is a high speed temporary electronic memory where the most recently or most frequently accessed data and instructions are stored to avoid the reload from a slower medium. It is used to enhance the performance of the CPU.
1. Application Oriented questions.
	1. She can use printer, it is an output device
	2. He can use mouse, keyboard or joystick to play the game because these devices are used to control the objects (car, bike, or any character) on computer screen.