My Book of Computer - 5

(Activity Answers)

Chapter 1: History of computers: Story of the PCs system

Exercise A:

1. 1970, PARC
2. DOS
3. Hewlett-Packard
4. Intel
5. Lenovo
6. Bill Gates and Paul Allen
7. Command line
8. Hard disk
9. Dual core
10. CD
11. Windows XP
12. USB
13. 3.1 million
14. Compaq Portable
15. 1990
16. October 2012

Exercise B:

1. False
2. True
3. True
4. False
5. False
6. False
7. True
8. False
9. False
10. False
11. False
12. False

Exercise C

Answers

1. Apple concluded a deal with Xerox under which Apple could use various Xerox technologies in its computers.

2. The major developments are laser printer, bitmap graphics, GUI interface operated with mouse, WYSIWYG computing, resolution independent graphical page, description language, local area computer network etc.

3. This period is called formative period of modern computer specially the PC. MITS, Apple, Commodore and IBM took first step towards a workable PC.

Exercise D

1. WYSIWYG: What You See Is What You Get
2. Palo Alto Research Center
3. Universal Serial Bus
4. Personal Electronic Transactor

Chapter 2: Local Area Network: connecting computers together

Exercise A

1. Network
2. LAN and WAN
3. Hundred or thousand
4. Shared media and token based
5. Near Field Communications
6. Routers
7. Radio waves
8. Wireless card and USBs
9. Router
10. Firewall

Exercise B

1. False
2. False
3. True
4. False
5. True
6. True
7. False
8. False
9. False
10. true

Exercise C

1. Router: a physical device which joins two or more networks.

2. Hub: a central access point.

3. WAN: network connects geographical locations.

4. Bus topology: uses single wire to connect all computers in a network.

5. Switches: allow users to communicate directly.

6. Used token passing scheme.

Exercise D

Answers

1. Local Area Network is a single set of inter-connected computers, located within a small area such as rooms, a floor, a building or a group of nearby buildings.

2. Logical network topologies show how data flows within a network, regardless of its physical design that is its physical topology.

Exercise E

1. **Peer-to-Peer**

   It is a network in which each computer act as an individual terminal. These terminals do not need centralized server and can act without it. File shearing and access is done directly without server.

2. Client-Server
   It is centralized server provides data to a large number of clients.

3. **Star topology**
   It is the most commonly used topology. All devices in the network are connected to single hub or a switch. The hub or switch manage or controls all functions of network.

4. **Hub**
   Hub serves as a central access point for several Ethernet devices to form a single network. It takes messages from a central server and distributes it to all network devices.

Chapter 3: Tablets: PC takes a new shape

Exercise A

1. Touch serene
2. Input
3. E-book
4. 1998
5. Nuvo Media
6. Amazon Kindle, 2000
7. Barnes and Noble
8. Kindle Fire
9. 2010
10. Games
11. Angry Birds and Temple Run
12. Processor
13. Surface RT
14. Cover, keyboard
15. Android

Exercise B

1. False
2. False
3. True
4. True
5. True
6. True
7. False
8. True

Exercise C

Answers

1. Phablets are smart phones that have capabilities of both the phone and tablet with a screen size 5 to 6.9 inches.

2. Tables have smaller processor, limited memory and storage but by using cloud technology they will be as good as PC

Chapter 4: Program for 3D and animation: Maya

Exercise A

1. 2D
2. Two
3. Model
4. 3D software
5. Polygon
6. Edges Vertices and faces
7. Texture window
8. Nodes and curves
9. Nodes and curves
10. Two
11. Rendering
12. Compositing

Exercise B

1. False

2. False

3. False

4. True

5. False

6. True

7. True

8. False

Exercise C

1. Keyframe

   Keyframe is the most common animation in Maya in which only define the extreme points of frame, objects or sketches and Maya itself add the filler frame to create a motion.

2. Path Animation

   In path animation user create or use different sorts or curves path to move an object.

3. Rendering

   Rendering is the final face of creating animation in which the lights, materials and background of the image all putting together.

4. Edge

   The lines closing the polygon are called edges.

5. Vertices

   The points where two polygon lines meet are called vertices.

Chapter 5: Mastering Word: Learning to make booklet

Exercise A

1. True
2. True
3. False
4. False
5. True
6. False
7. True
8. False
9. True
10. True

Exercise B

1. To change the colour of the page   Tab: Page Layout

                                               Section: Page Background

2. To make the text bold   Tab: Home

                                               Section: Font

3. To insert a picture in a document   Tab: Insert
                                               Section: Illustrator

4. To add a pull quote in a text   Tab: Insert
                                               Section: Text

5. To add a header in a document   Tab: Insert

                                               Section: Header & Footer

6. For alignment of text   Tab: home
                                               Section: Paragraph

Exercise C

Answers

1. Cover page is the most important page of a booklet. It is the first thing that people see, so it should be attractive.

2. A pull quote gives an important piece of information about the topic of the page.

3. Header and Footer are used to displaying information that remind used about the name and chapter of the boo, or name of organization or year of publishing, page number etc.
4. Final checking is must because it is the last chance to remove the mistakes from the document.

Exercise D

- Go to insert tab.
- Click Footer button in Header & footer section
- From menu choose first option
- Go to option section and check all unchecked boxes
- Now type page number and make it centralized by Home Tab.

Chapter 6: Binary Numbers: The language of computer

Exercise A

1. ON and OFF
2. 1 and 0
3. Boolean Algebra
4. Complex Number
5. Electronic computer
6. Binary number
7. Byte
8. Speed
9. Character
10. Two

Exercise B

1. Binary language   directly understood by the computer
2. ON switch   allow to pass the current
3. 2 bytes   group of 16 bits
4. Boolean Algebra   used in the designing of digital computers
5. 16-bits computer   break large numbers into 16-bits quantities
6. OFF switch   stop current from flowing

Exercise C

1. Bit   Bit or binary digit is the tiniest representation of the binary number.
2. Byte   A group of 8 bits is called a byte.
3. Character   Any single letter, number or symbol is called a character.

Chapter 7: Understanding Excel

Exercise A

1. Microsoft Excel
2. Spread sheet
3. Worksheet
4. Column
5. 255
6. Row and column
7. Range
8. Formulas
9. Number
10. Name Box
11. Char section
12. Home
13. Get External Data
14. Sort & filter
15. Border
16. Alignment
17. Column number
18. Cells

Exercise B

Answers

1. Files in Excel are called workbook. A workbook is divided into worksheets. A worksheet contains cells arranged in rows and columns.

2. A collection of two or more cells that are treated as a unit for an operation is called range in Excel.

Exercise C

1. Row: The horizontal grid of cells in Excel is caller a Row.

2. Column: The vertical grid of cells in Excel is called a column.

3. Cell: A box formed by the intersection of a row and column in a worksheet is called a cell in which you enter data.

4. Name Box: The Name Box is a box to the left of the formula bar that displays the cell reference of currently selected cell.

5. Cell Reference: A cell is identified by a row and column in which it is located. This identifier is known as cell reference which is denoted by a column letter or row number.

6. Formula bar: A bar in which user can enter formulas to carry out the calculations.

Exercise D
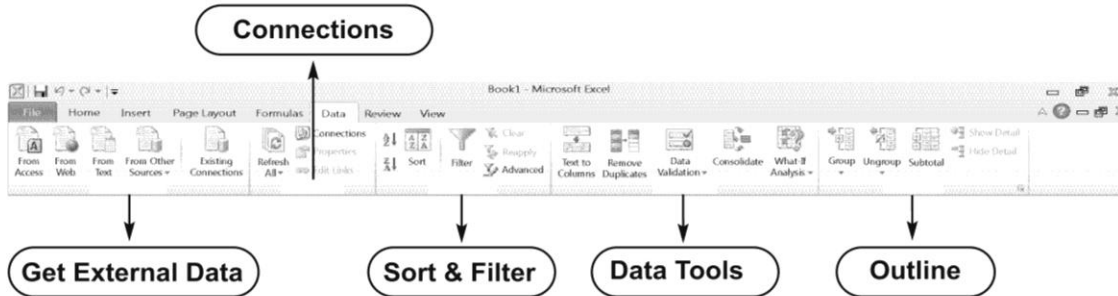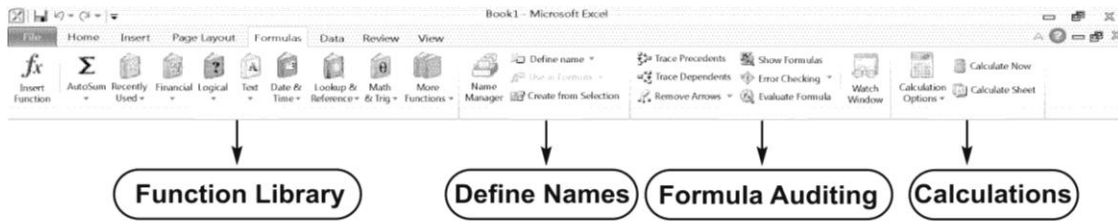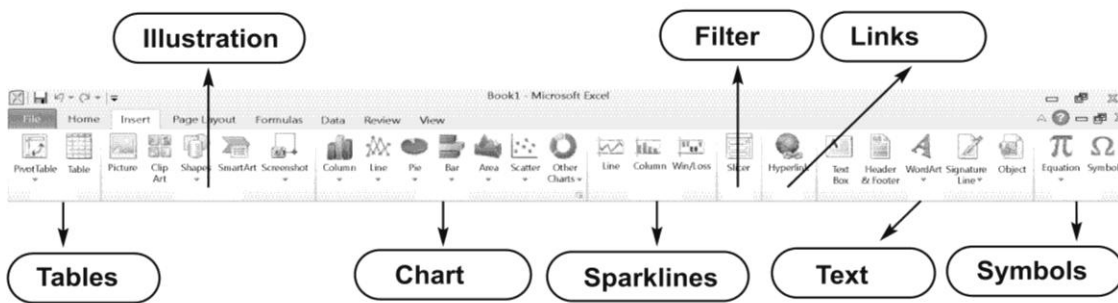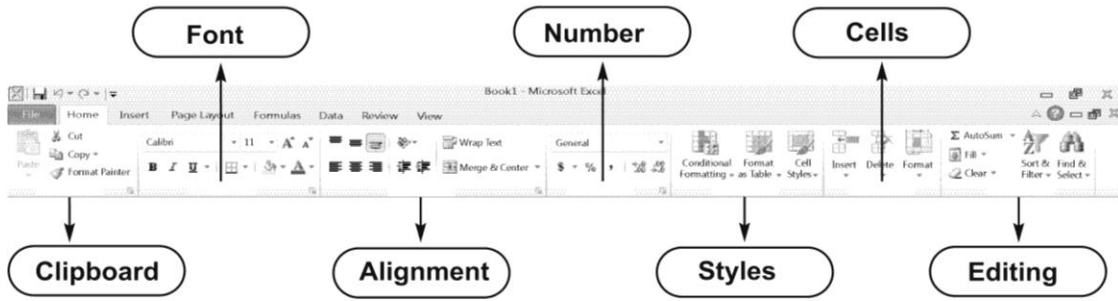
Chapter 8: Working with Excel

Exercise A

1. True
2. False
3. False
4. True
5. False
6. True
7. False
8. True
9. False
10. False
11. True
12. False
13. True
14. True
15. True

Exercise B

Home tab

	Merge & Center		Sort & Filter
	Accounting Number Format		Decrease Decimal
	Insert		Orientation

Insert tab

	Tables		Column
	Shapes		Equation
	Pie		Symbol

Formula tab

	Autosum		Date & Time
	Insert Function		Name Manager
	Remove Arrows		Calculation Option

Data tab

	From Other Sources		Filter
	Sort		Remove Duplicate
	What-If Analysis		Group

Chapter 9: Routine Problems: Date loss and Hard disk full

Exercise A

1. Backup
2. SkyDrive
3. Cloud
4. Microsoft
5. SkyDrive
6. Archiving
7. Compression
8. Lossless
9. Lossy
10. Microsoft Documents

Exercise B

1. True
2. False
3. True
4. False
5. True
6. False
7. False
8. False
9. True
10. True

Exercise C

Answers

1. The best way is to periodically save your data at any different location and add the word Backup in the file name.

2. Double click on the folder you want to extract.
   Select the location where you want to extract that folder.
   Click OK.
3. To use SkyDriv we must have a Microsoft accout such as Hotmail or Live.

4. SkyDrive synchronization mean that the changes we make in any of the file are automatically implemented in your SkyDrive folder upon connecting to the internet.

Exercise D

1. Lossy Compression
   In lossy compression minor details in the dat could be deleted without affecting the core data.

2. Lossless Compression
   In lossless data compression dat make more concise without losing information.

3. Archiving
   Archiving is the process to keep your important but rarely used data at a location other than your hard disk thereby freeing up space.

Chapter 10: The Living net: Search engines

Exercise A

1. Online application
2. Software
3. Search Engine research Page
4. Matthew Gray
5. Second
6. Jump Station
7. Web Crawler
8. Images
9. Search statement
10. Google
11. MSN search

Exercise B

1. World Wide Web   June 1993
2. Aliweb   November 1993
3. jumpStation   December 1993
4. Google   2000
5. Bing   June 2009
6. Yahoo search   July 2009

Exercise C

1. It takes notice of two thing:
   - The words on the page
   - Their location on the page

2. The benefit of using natural language is that we can typw a question in the same way we could ask it to a human.

3. The search engine will then search the information with including or excluding specific standards or phrases.

4. They simply analyze the words we use and compare them to different web pages and where it finds the more similar words it prioritize that page.

5. The main problem is that the current search engines can also do literal search.

Chapter 11: Blogosphere: The world of blogginh

Exercise A

1. Bulletin Board (BB)
2. Chronologically
3. Content
4. System operator
5. Content
6. Size
7. Blogosphere
8. Corporate
9. Content
10. Video
11. 2000
12. Content management

Exercise B

1. Features of a blog
   - Content arrange chronologically
   - Update content regularly

- Readers can comment and discuss on the content.
- Content available to a user via mail.

2. There are two main benefits of blogging.
   - The first and most important is the ease of publication
   - The second is the instant feedback received from the readers.

Exercise C

1. Personal blog
   This type of blogs run by any individual who is responsible for writing the content of the blog.

2. Corporate Blog
   A corporate blog is run by a business concern. These are used to inform and interact wlith employees, stakeholders and general public.

3. Micro blog
   It is a small piece of content usually 140 character or less that is quick to read and suited for expressing sentiments. It's a new idea in blogging.

4. Photo Blog
   It is a blog that is composed fully or partially of photos. These blogs are used by professionals and amateur to show their photography skills.

Chapter 12: The coming revolution: Continuous body monitoring

Exercise A

1. Stationary
2. Temperature , immune
3. Epidermal computers
4. Heart monitor
5. Conventional sensors
6. Invisible epidermal
7. Virtual
8. Continuous Body Monitoring
9. Nanotechnology
10. Electronic epidermal

Exercise B

1. False
2. False
3. True
4. False
5. True
6. False
7. True
8. False

Exercise C

1. Round the clock testing of your vital signs and functionality of any body part is called Continuous Body Monitoring (CBM). It will be helpful in diagnosis of diseases, effective treatments improve patient outcomes and reduces doctors and hospitals visits.
2. The recent development in nanotechnology is a development of printing electronic circuits on to the skin. It is a tattoo like sticker on which electronic circuitry printed mounted on a silicon wafer. It is easily fit on a person's skin to monitor health care.
3. Currently used medical devices and do not offer quiet the depth of data.
4. The two main techniques are the :
   - Epidermal computer
   - Cloud computing
5. In near future the epidermal devices will be worn by majority of people. Data generated by these devices will be monitored by virtual doctors. It will lead to a dramatic fall in sickness.