

Answer Paper - Paper II

01. (3) 02. (4) 03. (3) 04. (1) 05. (4) 06. (2) 07. (4) 08. (4) 09. (3) 10. (3)
 11. (3) 12. (2) 13. (4) 14. (2) 15. (2) 16. (3) 17. (3) 18. (2) 19. (2) 20. (2)
 21. (2) 22. (4) 23. (2) 24. (1) 25. (2) 26. (2) 27. (1) 28. (1) 29. (3) 30. (3)
 31. (2) 32. (1) 33. (1) 34. (1) 35. (1) 36. (3) 37. (3) 38. (2) 39. (3) 40. (4)

Paper II

01. (1) Digital computer Analog computer Hybrid computer
 (2) Table Queries Forms Report
 (3) A type of computer network → WAN
 Guided media → UTP
 Half duplex data transmission → Walki Talki
 Computer cording system → BCD
 Connect the mouse and key board → PS₂
- (4) $(\bar{A} \cdot B) + (A \cdot \bar{B})$
 (5) $7F_{16}$
 $1 | 111 | 111_2 = 177_8$
 1 7 7
- (6) Joseph Jacquard - A Dos - B
- (7) Algorithm is steps which are used to problem solving in computer.
 Or The steps by step method of solving a problem is known as an Algorithm.
 Or Algorithm is an approach of describing the solution to give a problem.
 Textual method - Pseudo code
 Graphical method - flow charts
- (8) Sub system - Account section Cheque section Loan section
 Components - Accounts stationers computers
 workers managers customers
- (9) ★ Can connect many computer devices
 ★ Hot pluggable
 ★ Plug and play
 ★ less electricity power
- (10) Intranet is a computer network which is arranged by a particular institute using the techniques of internet. That can be used only by the internal people of the institute.
02. (1) ★ get the knowledge searching in the internet. ★ use the education software (CD/DVD)
 ★ web based learning ★ distance Learning
 ★ online learning ★ multimedia technology
- (2) ★ A communication software
 ★ A Telephone connection
 ★ A MODEM
 ★ ISP
 ★ WIFI Adapter
- (3) Use E-mail facilities
 Social network - Face Book skype
 Vedio call

Chat

- (4) Advertise via the website security system - CCTV camera
 Store the business transactions Accounting packages

E commerce and online trading

03. (1)

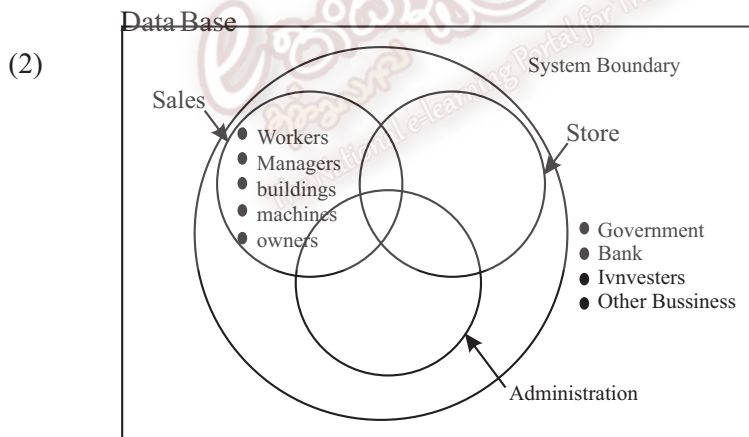
$(A \oplus B) \cdot \overline{A} + B\overline{A}$	\overline{B}	$A \cdot \overline{B}$	$\overline{A} + B$	$(A \cdot \overline{B}) \cdot A + B$
0	0	1	0	0
0	1	0	1	0
1	0	1	0	0
1	1	0	1	0

(3) i)
$$\begin{array}{r} 100111_2 \\ - 11111_2 \\ \hline 1000_2 \end{array}$$
 ii)
$$\begin{array}{r} 100101_2 \\ - 1001_2 \\ \hline 11100_2 \end{array}$$

(4) $3D_{16} = 61$

$$\begin{array}{l} 3D_{16} = 61 \\ \begin{array}{l} \text{---} 16^0 \rightarrow 1 \times 13 = 13 \\ \text{---} 16^1 \rightarrow 16 \times 3 = 48 \\ \hline 61 \end{array} \end{array}$$

04. (1) a. ★ Take a more space to store information ★ Difficult tasks are searching details and updating information. ★ Not a security ★ Not reliable ★ manual system can be chang to person to person. ★ get more time for getting information
 b. Hardware procedure
 Software date and information



- (3) ★ Data Base management software ★ Spread Sheet
 ★ Word Processing ★ Internet
- (4) a. ★ Employee Numbers ★ Employee's name ★ Age of Employee ★ Post
 ★ salary ★ Telephone numbers ★ Address
 b. ★ employee numbers ★ National identity card number
05. (1) =C\$2\$*B2
 (2) Select E2 - get fill handle then drag to EG
 or Select E2 Edit → Copy
 Select E3:EG Edit → Paste

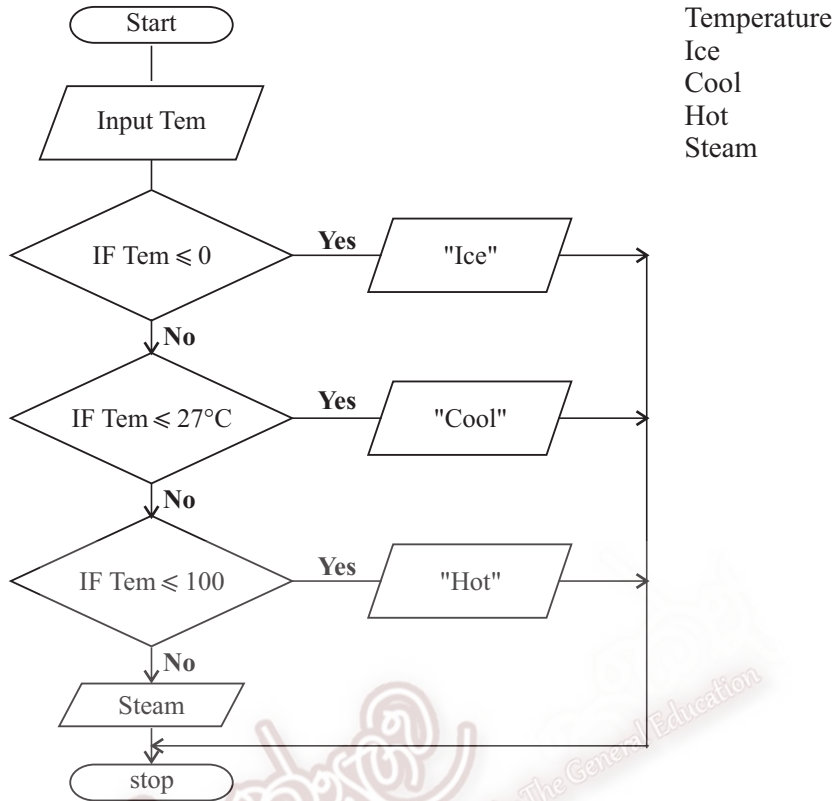
(3) =D2 + E2

(4) Select F2 - get fill handle tool and drag to F6 cell

Or Select F2 → Copy → F3:F6 → Edit → Past

(05) = Sum(F2:F6)

06. (01)



(02) Pseudocode

```

Start
Input Tem
If Tem ≤ 0°C
    Display "Ice"
Else If
    Tem ≤ 27°C
    Display "Cool"
else If
    Tem ≤ 100°C
    Display "Hot"
else
    Display "Steam"
End If
End If
End If
Stop
    
```

07. (a) System Development life cycle

The system development life cycle (SDLC) is a methodology that describes the stages involved in developing or altering an information system.

These stages are

- | | |
|--------------------------|-----------------------|
| 1. problem definition | 2. Feasibility study |
| 3. System analysis | 4. System Design |
| 5. System Development | 6. Testing |
| 7. System Implementation | 8. System maintenance |

(b) E- government concept

A country or government build a inter relationship with other countries, other persons with information communication technology

eg:- www.gov.lk

- G 2 G Government to government
- G 2 C Government to citizen
- G 2 B Government to business
- G 2 E Government to employee

(c) Disadvantages of computer games.

★ Time waste ★ Decease the thinking and creative skills of children. ★ Addiction to games is not good for health ★ Some games help to get fear ★ missed their education propose.

(d) Date Transmission media

There are three parts of data transmission, process, sender, media and receiver.

Media is mainly classify as two ways there are guided media and unguided media.

Guided media is physical media (cables)

Eg :- Twisted pair cable, coaxial cable, fiber optic cable.

Unguided media is not physical media we called as ray media.

Eg:- Radio waves, microwaves, Satellite communication and enforced.

(e) Advantages of computer networking

The computer system which connects tow or more computers is called a computer network.

There are many advantages of computer networks.

- ★ Speed
- ★ Cost
- ★ security
- ★ Ease in centralized software management
- ★ sharing of resources
- ★ E-mail facilities

