Term: I Session: 2024 – 2025

Marks: 20

TNG
The Next Generation
School

| Name: _ | |
|---------|------|
| Date: | |

| I. | Answer the following questions: [11 | | | |
|----|---|--|--|--|
| 1) | a. Why do we add comments to the program? [1] | | | |
| | b. What are the steps of adding a comment? [1] | | | |
| | | | | |
| 2) | Mario wants to create a database for a video game. Each record will contain | | | |
| | information like name, number of players and game duration. He needs to decide | | | |
| | which type of database should he use. Help Mario by writing 4 differences between | | | |
| | physical and digital database. [4] | | | |
| | Physical Databases: | | | |
| | (i) | | | |
| | (ii) | | | |
| | (iii) | | | |
| | (iv) | | | |
| | Digital Databases: | | | |
| | (i) | | | |
| | (ii) | | | |
| | (iii) | | | |
| | (iv) | | | |

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| 3) | Differentiate between data and information. [2] | | | |
|----|---|--|--|--|
| | Data: | | | |
| | | | | |
| | | | | |
| | | | | |
| | <u>Information:</u> | | | |
| | | | | |
| | | | | |
| 4) | Jenny wants to know about the favourite book character of her friends. She is | | | |
| | thinking of using forms to survey her friends. Jenny is confused whether she should | | | |
| | use forms? Help jenny by listing down any three advantages and disadvantages of | | | |
| | using forms to collect data. [3] | | | |
| | Advantages: | | | |
| | (i) | | | |
| | (ii) | | | |
| | (iii) | | | |
| | Disadvantages: | | | |
| | (i) | | | |
| | (ii) | | | |
| | (iii) | | | |

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| II <u>(</u> | Choose the correct option. | | [6] |
|-------------|---------------------------------|---|-----|
| 1) | is used in an | animation | |
| | (a) repetition | (b) algorithm | |
| | (c) loops | (d) Scratch jr. | |
| 2) | are used in a progra | am to repeat instructions. | |
| | (a) Desktop | (b) Instructions | |
| | (c) Random | (d) Loops | |
| 3) | loop is who | ere the instructions repeat forever. | |
| | (a) software | (b) event block | |
| | (c) loop | (d) forever loop | |
| 4) | Forever loop is found under the | group of blocks. | |
| | (a) Event | (b) Control | |
| | (c) looks | (d) pen | |
| 5) | is the process | of finding and removing errors from a program | n. |
| | (a) repetition | (b) switching | |
| | (c) debugging | (d) gliding | |
| 6) | Raw data is | | |
| | (a) Processed | (b) Unprocessed | |
| | (c) Organised | (d) None of these | |

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III) Match the following:

[3]

| A note explaining the meaning of a program's code | a) Debugging |
|---|---------------|
| These are used in programmes to repeat instructions | b) Repetition |
| the process of finding and removing errors from the program | c) Comments |