## Model Question Paper

Impact of Computer on the Society - Part II
12th Standard
Computer Science
I.Answer all the questions.
II.Use blue pen only.

Time : 00:30:00 Hrs

Total Marks : 20
Part-A

1) ATM stands for
(a) Any Time Money
(b) Anywhere Money
(c) Automated Teller Machine
(d) Automobile Teller Machine
2) To draw, capture and work with multimedia elements use
(a) Memo frame
(b) Archive unit
(c) Personal creativity tool
(d) All
3) Easy interaction with other people through touch screen, scanner and microphone facilities is
(a) Bookshelf
(b) Memo frame
(c) Archive unit
(d) Kara-oke
4) We can purchase any product, and brand, any quantity from anywhere through
(a) e-Shopping
(b) e-Banking
(c) e-Learning
(d) Banking
5) In a computerised homes, which of the following rooms have LCD screen, archive unit, Personal archives, motional containers?
(a) Kid room
(b) Home office
(c) Living room
(d) Bed room
6) Farming and agriculture might seem like $\qquad$ technology enterprises.
(a) Medium
(b) High
(c) Low
(d) Super
7) Through ------------ we can purchase any product, any brand, any quantity from anywhere.
(a) e-Shopping
(b) e-Banking
(c) e-Governance
(d) ATM
8) We can reserve or book air and train tickets through
(a) Agents
(b) Printer
(c) Internet
(d) Moniter
9) Which of the following are the small compartments with a screen, speaker, and a scent to derive emotional comfort?
(a) Picture phone
(b) Emotion container
(c) Archive unit (d) Book shelf
10) ATM is an example for
(a) e-Shopping
(b) e-Banking
(c) Transcription
(d) Digitization

## Part-B

11) How are the computers used in areas of healthcare?
12) How the computers are used in entertainment?
13) What are the areas where software has been developed to benefit agriculture society?
14) List out the products available in the living room of a computerized home.
15) What are the products found in Home office of a computerized home?
