

EMMANUEL MISSION SR SEC SCHOOL, BEAWAR
ONLINE CLASSES
WEEK – 28 (05.10.2020)
CLASS – VI

Hindi: <https://youtu.be/Ggj9E1cESXQ>

Mathematics: <https://youtu.be/r5DQfxCSfM>

General Science: https://youtu.be/Y0xaOf-mB_U

Social Studies: <https://youtu.be/IlkiPIti9Qs>

Sanskrit: <https://youtu.be/8D8n0uo5jrY>

Computer Science: Kindly see below

General Knowledge: <https://youtu.be/zNPUwkT54LQ>

Moral Science: <https://youtu.be/Et91YM8rBsM>

Physical Education: <https://youtu.be/xyI7PrjMtIQ>

Music (Guitar): https://youtu.be/LN_L2K_MGs

Music (Keyboard): <https://youtu.be/hRDDdS6VILI>

Health & Sanitation: <https://youtu.be/P6MbPPMe3Tc>

Art Education: <https://youtu.be/UEpTBeg8xYE>

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CLASS - VI

Lesson -6 – Qbasic Simplified

QI. Fill in the blanks:

- a. Programs
- b. QBASIC
- c. Program Area
- d. Dollar (\$)
- e. Numeric variable

QII. Choose the correct answer.

- a. Keywords
- b. Run -> Start
- c. Esc
- d. Semicolon
- e. Case sensitive

QIII. Match the following.

Answers:

CLS	To clear screen
PRINT	To display data
END	To end the program
REM	Comment statement

QIV. Answer the following.

Ans1: A language which is used to write i

Ans2: A program is a set of instructions given to the computer that makes the computer work or carry out a given task.

Ans3: When a statement is repeated certain number of times until the condition becomes false is known as looping.

Ans4: Beginners All Purpose Symbolic Instruction Code.

Ans5: A line which has an instruction for the computer is called a statement.

QV. Write output of the following programs.

Answers (i) : 40

(ii) : 225

QVIII. Answer the following.

Ans1: Few programming languages are: Logo, Robomind, Ruby, Scratch.

Ans2: Immediate mode area is the place where you can type the instructions and see the results immediately once you press the enter key.

Ans3: Data types is classified into two:

- (i) Numbers:- stores and deals with numerical data. Examples : 10 + 5
- (ii) Character/Strings:- Stores and deals with text. Examples : "hello"

Ans4: A variable is a named storage location for storing values like numbers and character values.

Types of variable:- (i). Numeric Variable : It stores numeric values. Example: b2

(ii). String Variable : It stores character values. Example : name\$

Ans5: CLS

Num1 = 4

Num2 = 5

Multiplication = Num1 *Num2

Print Multiplication

END

Ans6: CLS
Num1 = 2
Num2 = 3
Num3 = 4
Result = Num1*(Num2+Num3)-Num1
Print Result
END

QIX. Answer the following briefly.

Ans1: Advantages of Qbasic are:

- (i) It is designed for beginners in programming.
- (ii) It is used for doing small programs.
- (iii) The instructions in Qbasic are in English language so it is easy to understand

Ans2: CLS
A = 8
B = 6
Sum = A + B
Difference = A - B
Print Sum
Print Difference
END.

Ans3: The first line of a program is called a comment. It starts with an apostrophe ('). Comment line tells us what the program does.

Ans4: CLS
Num1 = 10
Num = 2
Divide = Num1/Num2
Print " This program finds the division of two numbers"
Print " The first number is :";
Print Num1
Print " The Second number is :";
Print Num2
Print "The division is: ";
Print Divide

Ans5: Rules for naming variables:

- (i) All variable must begin with a letter of the alphabet, an underscore (_), or a dollar (\$) sign.
- (ii) A variable name may also contain letters and digits 0 to 9. No spaces or special characters are allowed. Example: A1, Sum2.
- (iii) Don't use long names for variables.
- (iv) Don't use Qbasic keyword for naming variables like PRINT, END.

Assignment: Section: VI, VII do it in your book itself.