

PRINCIPLES OF COMMERCE (COMPUTER STUDIES) (OLD SCHEME)

(COMMERCE GROUP) PAPER-II(i)

TIME ALLOWED: 1.45 Hours

SUBJECTIVE

MAXIMUM MARKS: 40

**NOTE: - Write same question number and its part number on answer book,
as given in the question paper.**

SECTION-I

2. Attempt any six parts.

6 × 2 = 12

- (i) Define Computer.
- (ii) What is the difference between Analogue and Digital Computer?
- (iii) Define Read Only Memory.
- (iv) Describe Hard Copy.
- (v) Give two examples of Input Devices.
- (vi) Define Computer Software.
- (vii) Define Program.
- (viii) Define Information.
- (ix) Define High Level Language.

3. Attempt any six parts.

6 × 2 = 12

- (i) What is meant by Downloading?
- (ii) Define Search Engine.
- (iii) Define E-Commerce.
- (iv) Define Desk Checking.
- (v) Define Flowchart.
- (vi) What is meant by Internet?
- (vii) State the purpose of checking a program.
- (viii) How can E-mail address be written? Give two examples.
- (ix) Differentiate between Flowchart and Algorithm.

SECTION-II

NOTE: - Attempt any two questions.

2 x 8 = 16

4. What are different types of Computer? Support your ideas with examples.
5. What are the different types of storage devices? Explain in detail.
6. What is the role of Internet in business?