BAL BHARATI PUBLIC SCHOOL, PITAMPURA, DELHI - 110034
CLASS Y SUBJECT - COMPUTER (2020-21)
REVISION ASSIGNMENT
NAME - $\qquad$ CLASS / SEC
DATE $\qquad$

Q1) Identify the following:


I am a French Mathematician. My name is $\qquad$ . I invented the first mechanical computing machine known as
$\qquad$ _.

I am a German Mathematician. My name is $\qquad$ .
I developed an advanced calculating machine named $\qquad$


I am known as the Father of computer. My name is $\qquad$ , I developed $\qquad$ and $\qquad$ . It had five key features $\qquad$ and $\qquad$ .

I formed a company named IBM.
The full form of IBM is $\qquad$ .
My name is $\qquad$ . I invented a $\qquad$ machine.


I am a Scottish Mathematician. My name is $\qquad$ . I developed a calculating device named $\qquad$ . This device is a set of rectangular rods marked with numbers on them

The first Electro-Mechanical Computer. I am $\qquad$ .
I used a typewriter for input and punched cards for output. I was built by $\qquad$ .

## I am the first electronic computer. I am

$\qquad$ . I was built by
$\qquad$ and $\qquad$ .

## The full form of ENIAC is

I could perform $\qquad$ additions per second.

could perform


I am the first commercial computer. I am $\qquad$ . I was built by $\qquad$ and $\qquad$ _.
The full form of UNIVAC is
$\qquad$ .

IBM introduced its first $\qquad$ in the year 1981.

In 1984, they introduced the advanced version of the personal computer called $\qquad$ _.

Complete the table:

| Computer Generations | Electronic Component used |  |
| :--- | :--- | :--- |
| First Generation |  |  |
| Second Generation |  |  |
| Third Generation |  |  |
| Fourth Generation |  |  |
| Fifth Generation |  |  |

Match the following:

| A | B |
| :---: | :--- |
| Start/Stop | step by step procedure to solve a problem |
| Flowchart |  |
| Programmer | parallelogram shaped |
| Flowlines | A set of instructions given to the computer to do a particular job |
| Connector |  |
| Process Box | It shows the starting and ending of a flowchart |
| Program | Joins the parts of a flowchart |
| Decision Box | graphical representation of a problem-solving process |
| Input/Output Box | shows the flow of the program |
| Algorithm | a person who writes programs |

