REGN NO.:				LEVEL:	

Time Allotted: 03 Hours Max. Marks: 100

(80 Marks for Practical Exercise + 20 Marks for Viva-voce)

- 1. Write your Registration Number and Level in the space provided on the top.
- 2. All the three questions are compulsory. In case of Question No. 3, the candidate must attempt the question based on the subject as opted by him/her in theory examination.
- 3. The 'Question Paper-cum-Worksheet' can be used for writing algorithms/flowcharts and documentation of program and the output results with relevant headings etc.
- 4. The maximum marks allotted for each question is given in the parentheses.
- 5. Candidate must return the 'Question Paper-cum-Worksheet' to the examiner before leaving the exam hall.
- 6. All the questions should be solved on the desktop PC and demonstrated to the Examiner and Observer.
- 7. Wherever values/data have not been given in the Questions, the candidate can assume the data.

TO BE FILLED BY THE EXAMINER							
The Identity of the candidate has been verified	ed as per the Admit card /						
Attendance Sheet. The candidate has also fill	ed all the relevant columns						
correctly.							
Name of the Examiner	Signature						

	Marks o			
Q.No	Examiner	Observer	Total	
	(40 marks)	(40 marks)		
1				
2				
3				
ı				

REGN NO.:							LEVEL:	
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O LEVEL (O-PR) - BATCH: S2

1. Create a database in MS-Excel. Calculate the Total, Average and print the table as per format below:

S. No.	Year	Subject1	Subject2	Subject3	Subject4	Average
1.	2002	243	234	123	354	
2.	2003	532	367	893	265	
3.	2004	432	256	782	165	
4.	2005	234	543	645	642	
5.	2006	265	765	934	278	
	Total					

(25)

2. Design a HTML page to display a picture. The picture should be removed from the screen after a mouse click on the picture.

(25)

- **3.** Write a 'C' Program that Convert decimal number into binary number.
 - eg. The number 70 in decimal is expressed as 1000110 in binary.

OR

Write a program in 'C#' to read two strings from the keyboard using readline statements and compare them ignoring the case.

OR

A Timeline is where you control the images and sounds in the Flash documents. The Timeline is divided into frames. Create an application in Flash to demonstrate the Timeline effects for changing text, shapes and symbols.

(30)