

REGN NO.:								LEVEL:	
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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 as per the Admit card / Attendance Sheet. The candidate has also filled all the relevant columns correctly.

Name of the Examiner	Signature
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Q.No	Marks obtained		Total
	Examiner (40 marks)	Observer (40 marks)	
1			
2			
3			
Viva Marks (20 Marks)			
Over all Total (Out of 100)			

O LEVEL (O-PR) – BATCH: S4

1. Enter the data as per the following and save it in grade.xls for 10 students.

Name	Marks1	Marks2	Marks3	Total	Percentage	Grade
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Do the following:

- a) Compute the total marks and percentage of each student by entering appropriate formula.
- b) Compute the grades based on following criteria:
 - If percentage ≥ 90 then grade = A
 - If percentage ≥ 80 and <90 then grade = B
 - If percentage ≥ 70 and <80 then grade = C
 - If percentage ≥ 60 and <70 then grade = D
 - If percentage < 60 then grade = E

(25)

2. Prepare a "resume.html" that might include such information as:

- a) distinguishing marks
- b) special interests
- c) work history
- d) education and training
- e) job objective
- f) relevant skills and experience

(25)

3. Write a program in 'C' to display the following pattern called Floyed's Triangle.

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1
2   3
4   5   6
7   8   9   10
11  12  13  14  15
  
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OR

Write a program in .NET that takes a number and displays whether it is prime or not.

OR

Create an application in Photoshop to illustrate the basic Image processing techniques.

(30)