

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.

O LEVEL (O-PR) – BATCH: S1

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. Write a HTML program to create a form for the subscription of a magazine. The form should contain Name, Address, City, State, Pin Code. Magazine should be selected from 5 different magazines using checkbox. Subscription is available for 1 year or two years. Radio buttons shall be used to select subscription period. The page should have a submit button.

(25)
3. Write a program in 'C' language to input 20 arbitrary numbers in one-dimensional array. Calculate frequency of each number. Print the numbers and their frequency in a tabular form.

OR

Write a program in 'C#' to get two arrays and multiply the members term by term and then display the output.

OR

Create an animated graphic symbol eg. an animated rollover button. Add a movie clip to be played on the button surface. Also add the timeline to show animated effects.

(30)