

Dear Students!!

In this e-book of **10th class**, study material of computer science is being sent to you as per new syllabus (2023-24). You can easily prepare your test / papers by reading these notes and watching the video lectures given below. Following are the links of the video lectures in blue colour. Watch these video lectures by clicking on the relevant link of chapter to have better understanding of various concepts.



10th Class - Computer Science Syllabus & Video Lecture Links (Pbi)

Chapter	Explanation of Chapter	Solution of Exercise	Quick Revision
Chapter-1 Office Tools	https://youtu.be/ld9j6u84ogo	https://youtu.be/0mdtRvkR1L8	https://youtu.be/nTTjLqVIS8s
Chapter -2 HTML-1	https://youtu.be/NOnCpsDMSYs	https://youtu.be/mQfZJaMMrWQ	https://youtu.be/DhYiCrQHtRo
Chapter -3 HTML-2	https://youtu.be/ULZGiTDL7D0	https://youtu.be/V_TcVpdRovE	https://youtu.be/QCVBtx12JQ4
Chapter -4 HTML-3	https://youtu.be/5xCOSrPMcBl	https://youtu.be/V_TcVpdRovE	https://youtu.be/7PtF2oI18YI
Chapter -5 Operating SYstem	https://youtu.be/QRWDEfZKcGI	https://youtu.be/N3kHjbycNrM	https://youtu.be/WAIlLgkMeQ0
Chapter -6 Desktop Publishing	https://youtu.be/9GBAlFMUal	https://youtu.be/yYRWp3I6Fng	https://youtu.be/9X3_1LwA2ro
Chapter -7 Microsoft Publisher	https://youtu.be/QWhlyb10sdl	https://youtu.be/jKIT9a49jm4	https://youtu.be/11Q2g2_BzE4
Links of Playlists	https://www.youtube.com/playlist?list=PLja3EaJFAjmbp-HISbHmdHogP10foUyqn	https://www.youtube.com/playlist?list=PLja3EaJFAjma17j9srJRw_bNjqBGlcVyf	https://www.youtube.com/playlist?list=PLja3EaJFAjmbHFqNBhHHZzeDGbQM3yhsQ
HTML Practical Lecture Links	Practical Session – HTML Programming (Part-1) Practical Session – HTML Programming (Part -2) Practical Session – HTML Programming Using Monile	https://youtu.be/DcYz0QX9CVs https://youtu.be/qLlzLKRbhIA https://youtu.be/PYFuKCwdIOY	

PLEASE DO NOT FORGET TO LIKE, SHARE AND SUBSCRIBE OUR YOUTUBE CHANNEL



<http://youtube.com/c/computersciencepunjab>

Prepared By:

Vikas Kansal and Sukhwinder Singh

Computer Faculties, S.U.S. Govt. (G) Sen. Sec. School, Sunam Udham Singh Wala (Sangrur)

Please use the following link to download the study material/e-books/e-contents for 6th to 12th classes:

<http://cspunjab.nirmancampus.co.in/study.php>

Que:I Multiple Choice Questions:

1. Programs that can be used to create books, magazines, newspapers, flyers, pamphlets, and many other kinds of printed documents, are called?
a. Desk Publishing **b. Desktop Publishing** c. Top Publishing d. Publishing
2. _____ enables us to see on the display screen exactly what will appear when the document is printed.
a. WYSWJKI b. WKSUUG c. WUSIWUG **d. WYSIWYG**
3. _____ are external output devices that take data from a computer and generate output in the form of graphics / text on a paper.
a. Frames **b. Printers** c. Fonts d. Plotters
4. _____ are rectangular areas which are meant for inserting graphics and text.
a. Rectangles **b. Frames** c. Structure d. Fonts
5. _____ is a visual representation of objects
a. Charts **b. Graphics** c. Frames d. Fonts
6. Which of the following is not an example of Desktop Publishing Software
a. Corel Draw **b. Word Processor** c. GIMP d. Adobe Photoshop

Que:II Fill in the banks

1. _____ is the use of the computer and software to create visual displays of ideas and information.
2. A _____ is the space between the main content of a page and its edges.
3. A _____ is a graphical representation of text that may include a different typeface, point size, weight, colour, or design.
4. In Graphics software, _____ are the different levels at which one can place an object or image file.
5. In _____ Printers, characters or graphics are printed by striking print-head on the paper.

Ans: 1. Desktop Publishing 2. Margin 3. Font 4. Layers 5. Impact

Que:III Write the Full Forms:

1. **DTP** Desktop Publishing
2. **WYSIWYG** What you See Is What You Get
3. **3D** Three Dimensional
4. **GIMP** GNU Image Manipulation Program
5. **DMP** Dot Matrix Printer

Que:IV Short Answer type Questions

Q:1 What is Desktop Publishing?

Ans: Desktop publishing is also known as DTP. DTP is an application through which we can print Visiting cards, Magazines, Calendar, Advertisement etc. in a good quality with the help of computer. This task is related to Publishing and Printing. Desktop Publishing Application is used to prepare beautiful, accurate and high-quality documents. It is easy to create Page Layout in it. Each object (Text and Graphics) can be controlled separately using DTP application software.

Q:2 Write the name of various types of printers?

Ans: A printer is an external output device that is used to print documents. There are two types of printers:

- Impact Printers (Daisy wheel printer, dot matrix printer, line printer)
- Non-Impact Printers (inkjet Printer, Laser Printer)

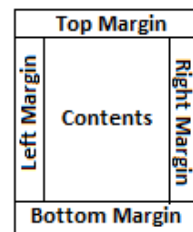


ਇਮਪੈਕਟ ਪ੍ਰਿੰਟਰ



ਨਾਨ-ਇਮਪੈਕਟ ਪ੍ਰਿੰਟਰ

Margins



Q:3 What are Margins?

Ans: A margin is the space between the main content of a page and its edges. The margin helps to define where a line of text begins and ends. We can set margin in all four directions of a page - Top Margin, Bottom Margin, Left Margin and Right Margin. Commonly, document’s margin-size is set to one inch. Margin size can also be adjusted as per our requirement.

Q:4 Define Graphics?

Ans: A graphic is an image or visual representation of an object. Therefore, computer graphics are simply images displayed on a computer screen. Old Graphics could represent Graphics only in few colours while modern computers can represent Graphics in millions of colours. Computer graphics can be either two dimensional or three-dimensional.

Q:5 What do you mean by the term “WYSIWYG”?

Ans: It is pronounced as “Viz-E-Vig”. WYSIWYG stands for “What You See Is What You Get”. In printing and computing, it is a system that shows you exactly what the document will look like when you print it. We can prepare such type of documents with the help of DTP software that appears very close to WYSIWYG. In computers, laptops, and tablets, the ‘print preview’ feature is a WYSIWYG application.

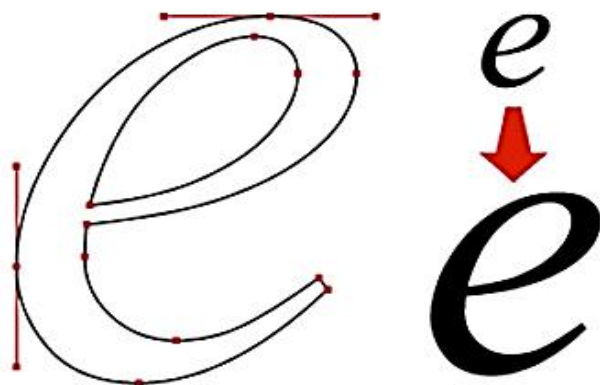
Que:V Long Answer type questions

Q:1 Explain Vector Graphics and Bitmap Graphics?

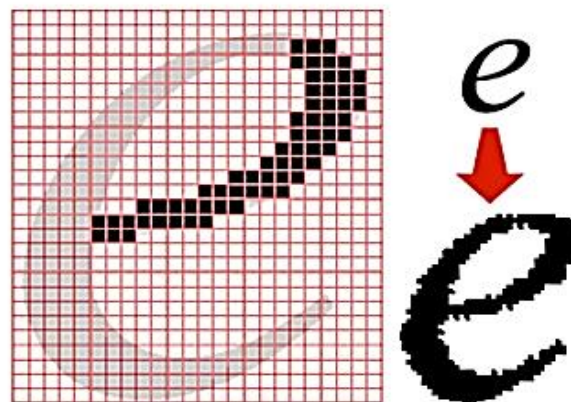
Ans: The difference between Vector Graphics and Bitmap Graphics is given below:

Vector Graphics	Bitmap Graphics
1. Vector graphics consist of Control Points which are connected through Lines or curves called Vector Path.	1. Bitmap graphics consist of many tiny dots called Pixels.
2. These are used to form polygons and other shapes	2. Digital images or scanned images are examples of these graphics.
3. It is possible to edit every shape object in different ways.	3. It is possible to edit each and every pixel with help of bitmap graphics software.
4. Adobe Illustrator and Coral Draw are the examples for creating Vector Graphics.	4. Adobe Photoshop is the best example for creating bitmap graphics.
5. File size is not dependent on image size	5. File size is dependent on image size.
6. When a vector image is re-sized, then its quality does not decrease.	6. When a bitmap graphics is re-sized, then its quality is gets decreased.

VECTOR GRAPHICS



BITMAPMED (RASTER) GRAPHICS



Q:2 What is Desktop Publishing Software? Write about any two Desktop Publishing Softwares.

Ans: Desktop publishing (DTP) software is designed for creating visual communications such as newspapers, business cards, greeting cards, magazines, posters, books, and more for printing or on-screen. These software helps in creating the electronic form of the given information. Two commonly used Desktop Publishing softwares are as follows:

- **Microsoft Publisher:** Microsoft Publisher is a DTP application. In Microsoft Publisher, the emphasis is placed on page layout and design. The first version of Microsoft was released in the year 1991 by Microsoft.
- **Adobe Photoshop:** Adobe Photoshop is a desktop image editing software developed by Adobe Inc. It is widely considered as one of the most powerful image editors in the market. It has amazing photo editing tools that can take a photographer's pictures to the next level.

Q:3 What is the difference between Impact and Non-Impact printers?

Ans: Following are the common differences between the Impact and Non-Impact Printers:

Impact Printer	Non-Impact Printer
1. Characters, graphics are printed on paper by striking.	1. Characters, graphics are printed on paper without striking.
2. Printing is done by striking Printer-Head on the paper.	2. Printing is done by depositing ink on paper or by using laser techniques.
3. Electro-Mechanical devices are used for printing.	3. Non-Electro-Mechanical devices are used for printing.
4. Impact Printers are slow in speed.	4. Non-Impacts are faster in speed.
5. Impact Printers are very noisy	5. Non-Impact Printers are not very noisy
6. Examples of Impact Printers are: DMP, Daisy-Wheel Printers, and line Printers.	6. Examples of Non-Impact Printers are: Inkjet Printers and Laser Printers.

Q:4 Give any six comparisons between Desktop Publishing and Word Processing Software.

Ans: Differences between Word Processing and Desktop Publishing:

Word Processing	Desktop Publishing
1. Word processing software allows users to create documents that contain mostly text.	1. Desktop Publishing (DTP) software allows users to create documents that contain text and graphics, where layout is important.
2. It is less expensive.	2. It is more expensive.
3. A word processor is a Text based Editor.	3. DTP is a Graphics based Editor.
4. Examples of Word processing documents are: simple memos, letters, resumes etc.	4. Examples of Desktop Publishing documents are: newsletters, magazines, posters, brochures etc.
5. In Word Processor, text can be directly entered into the blank page.	5. In Desktop publisher, frames are used to add text and images on the page
6. Examples of Word Processing software are: Microsoft Word, Word Pro, Word Perfect etc.	6. Examples of DTP software are: Adobe PageMaker, Microsoft Publisher, Adobe Photoshop etc.