**GREENWOOD PUBLIC SCHOOL, ADITYAPURAM**

**OUR MOTTO-DEVELOPMENT WITH DELIGHT**

**CLASS-IV SUBJECT- COMPUTER**

**TERM-1 SYLLABUS**

**Chapter 3 : Logo Primitives**

**New Words :-**

1. Arithmetic 6. Primitives
2. Inverse 7. Asterisk
3. Expression 8. Forward
4. Turtle 9. Product
5. Forward 10. Quotient

**Glossary :**

1. **PR or Print command** :- PR or Print command prints any text or numbers.
2. **Product** :- Result of multiplication of given numbers
3. **Quotient** :- Result of division of two numbers
4. **Addition** :- To add two or more numbers and print the sum of numbers.

**Answer the following questions :-**

**Q1. Write the use of Lable command.**

Ans Lable command is used to write the output of the arithmetic operations in the drawing area.

**Q2. Write the two different methods to find product of two numbers in logo.**

Ans The two different methods to find the product of two numbers in logo are –

Method 1 Method 2

Type : PR 87 \* 34 Type : PR PRODUCT 87 34

**Q3. How will you move the turtle in the forward direction by the result obtained from dividing**

**650 by 3?**

Ans The result obtained from 650 by 3 is

650/3

The result is 216.666

We will move the turtle in forward direction by using FD command.

FD 216.666

**Q4. Write the commands to compare any two given numbers with examples.**

Ans We can compare two given numbers by using logical operations.

1. Equal to the other (=) 2. Greater than the other

Ex. PR 56 = 56 Ex. PR 56 > 46

**Q5. How will you write the SUM command when you have to add four numbers? Explain an**

**example**.

Ans To add more than two numbers we can use SUM command.

For ex. PR (SUM 40 50 60 70)

**Chapter 4 : Writing Procedure in Logo**

**New Words** :-

1. Repeat 6. Extension
2. Condition 7. Polygon
3. Procedure 8. Permanently
4. Conventions 9. Revise
5. Systematical 10. Editor

**Glossary** :-

1. **Procedure** :- A logo procedure is a set of commands arranged in an order.
2. **Repeat command** :- Repeat command is used to draw different types of geometrical

shapes.

1. **Edit command** :- Edit command is used to make changes to a procedure already saved.

**Answer the following questions** :-

**Q1. How is the Repeat command useful?**

Ans Repeat command allows the user to simplify drawing shapes by telling Logo to repeat a

direction a stated number of times.

**Q2. Write the commands to draw a polygon with n number of sides using the repeat**

**command.**

Ans The REPEAT command to draw a polygon with n number of sides is -

REPEAT N [ FD (no. of steps ) RT 360/n]

**Q3. Is it possible to draw a semicircle using the REPEAT command? If yes, write the**

**complete command.**

Ans Yes it is possible to draw a semicircle using the REPEAT command –

To draw a semicircle the command is –

REPEAT 180 [ FD 1 RT 1 ]

**Q4. What are the parts of a Logo procedure?**

Ans A Logo procedure has three parts –

1. Title Line 2. Body 3. End Line

**Q5. Write the rules for naming a procedure.**

Ans The rules for naming a procedure are –

1. A logo procedure name should contain letters, symbols or numbers.
2. The name of a logo procedure should always begin with an alphabetical letter.
3. The name of a logo procedure cannot be same as the logo commands
4. Arithmetic operators like + , - ,\* and / cannot be included in logo procedure name.

**Q6. Why is it necessary to save a logo procedure?**

Ans When we create a procedure in logo, it is saved temporarily in the computer’s primary

memory. But when the computer is switched off, the primary memory loses the

temporary data saved in it. So it is necessary to save the logo procedure.

**Chapter – 5 : Computer Memory**

**New Words :-**

1. Derived 6. Programmable
2. Measurement 7. Flash
3. Volatile 8. Instead
4. Dynamic 9. Complex
5. Chips 10. Vanishes

**Glossary :**

1. **Bit :** A bit represents a single 0 or 1 , which is the smallest unit of computer.
2. **Flash Memory :** Flash is a type of EEPROM that is commonly used in digital cameras**.**
3. **EPROM :** EPROM stands for erasable programmable read only memory is a non-volatile

memory**.**

**Answer the following :**

**Q1. What is a memory address?**

Ans The location in the memory where a particular data or program instructions are stored is known as

a memory address.

**Q2. What does 0 and 1 represent in computer voltage?**

Ans A computer works by using voltage pulses.

A ‘0’ represent a low voltage pulse and a ‘1’ represent a high voltage pulse.

**Q3. Explain the memory structure of the computer.**

Ans Computer memory is divided into two categories:

1. Internal Memory 2. External Memory
2. **Internal Memory** : This memory is also known as Primary or Main memory, Stores data and

instructions. There are two types of internal memory RAM and ROM.

1. **External Memory** : This memory is also known as secondary memory ,stores data and

instructions. For ex. Pen drive , CD-ROM ,Hard disk etc.

**Q4. Distinguish between RAM and ROM**.

Ans

|  |  |
| --- | --- |
| **RAM** | **ROM** |
| 1. RAM stands for random access   memory.  2. Examples of RAM are DRAM and  SRAM  3. This Memory is also called temporary  or volatile memory. | 1. ROM stands for read only memory. 2. Examples of ROM are PROM ,EPROM, EEPROM. 3. This memory is also called permanent or non volatile memory. |

**Q5. Write short note on the following.**

Ans 1. **SRAM** :- SRAM are static RAM holds the data until the power supply is switched off.

2. **PROM** :- PROM is also known as programmable read only memory. Once the program or

data is written on a PROM chip , they cannot be changed.

3**. DRAM** :- DRAM or dynamic RAM loses the stored data every millisecond even if the power

supply is on.