

**Strictly Confidential: (For Internal and Restricted use only)**  
**Senior School Certificate Examination-2020**  
**Marking Scheme – WEB APPLICATIONS (NEW)**  
**(SUBJECT CODE 803)**  
**(PAPER CODE – 327 Series HMJ Set-4 )**

**General Instructions: -**

1. You are aware that evaluation is the most important process in the actual and correct assessment of the candidates. A small mistake in evaluation may lead to serious problems which may affect the future of the candidates, education system and teaching profession. To avoid mistakes, it is requested that before starting evaluation, you must read and understand the spot evaluation guidelines carefully. **Evaluation is a 10-12 days mission for all of us. Hence, it is necessary that you put in your best efforts in this process.**
2. Evaluation is to be done as per instructions provided in the Marking Scheme. It should not be done according to one's own interpretation or any other consideration. Marking Scheme should be strictly adhered to and religiously followed. **However, while evaluating answers which are based on latest information or knowledge and/or are innovative, they may be assessed for their correctness otherwise and marks will be awarded to them.**
3. The Head-Examiner must go through the first five answer books evaluated by each evaluator on the first day, to ensure that evaluation has been carried out as per the instructions given in the Marking Scheme. The remaining answer books meant for evaluation shall be given only after ensuring that there is no significant variation in the marking of individual evaluators.
4. Evaluators will mark(  $\checkmark$  ) wherever the answer is correct. For the wrong answer "X" be marked. Evaluators will not put the right kind of mark while evaluating which gives an impression that the answer is correct and no marks are awarded. **This is the most common mistake which evaluators are committing.**
5. If a question has parts, please award marks on the right-hand side for each part. Marks awarded for different parts of the question should then be totaled up and written in the left-hand margin and encircled. This may be followed strictly.
6. If a question does not have any parts, marks must be awarded in the left-hand margin and encircled. This may also be followed strictly.
7. If a student has attempted an extra question, the answer of the question deserving more marks should be retained and the other answer scored out.
8. No marks to be deducted for the cumulative effect of an error. It should be penalized only once.
9. A full scale of marks **0-60** has to be used. Please do not hesitate to award full marks if the answer deserves it.

10. Every examiner has to necessarily do evaluation work for full working hours i.e. 8 hours every day and evaluate 20 answer books per day in main subjects and 25 answer books per day in other subjects (Details are given in Spot Guidelines).
11. Ensure that you do not make the following common types of errors committed by the Examiner in the past:-
  - Leaving answer or part thereof unassessed in an answer book.
  - Giving more marks for an answer than assigned to it.
  - Wrong totaling of marks awarded on a reply.
  - Wrong transfer of marks from the inside pages of the answer book to the title page.
  - Wrong question wise totaling on the title page.
  - Wrong totaling of marks of the two columns on the title page.
  - Wrong grand total.
  - Marks in words and figures not tallying.
  - Wrong transfer of marks from the answer book to online award list.
  - Answers marked as correct, but marks not awarded. (Ensure that the right tick mark is correctly and clearly indicated. It should merely be a line. Same is with the X for incorrect answers.)
  - Half or a part of the answer marked correct and the rest as wrong, but no marks awarded.
12. While evaluating the answer books if the answer is found to be totally incorrect, it should be marked as cross (X) and awarded zero (0) Marks.
13. Any unassessed portion, non-carrying over of marks to the title page, or totaling error detected by the candidate shall damage the prestige of all the personnel engaged in the evaluation work as also of the Board. Hence, in order to uphold the prestige of all concerned, it is again reiterated that the instructions be followed meticulously and judiciously.
14. The Examiners should acquaint themselves with the guidelines given in the Guidelines for spot Evaluation before starting the actual evaluation.
15. Every Examiner shall also ensure that all the answers are evaluated, marks carried over to the title page, correctly totaled and written in figures and words.
16. The Board permits candidates to obtain photocopy of the Answer Book on request in an RTI application and also separately as a part of the re-evaluation process on payment of the processing charges.

**CBSE AISSCE 2020 WEB APPLICATIONS (NEW)**  
**(Subject Code 803 Paper Code No. 327 Series HMJ Set-4)**

**Important Note:**

- All answers provided in the Marking scheme are SUGGESTIVE
- Examiners are requested to accept all possible alternative correct answer(s) and even accept answers which are beyond the scope of content of the CBSE Text Book.
- Wherever multiple answers are suggested, they are not in any specific order.
- In each section, if the students have attempted more questions than the asked number of options of questions, the number of correctly answered questions should be considered for evaluation.

**Time allowed: 3 hours**

**Maximum Marks: 60**

<b>SECTION A</b>			
<b>(Employability Skills)</b>			<b>(10 Marks)</b>
<b>Answer any 4 questions out of the given 6 questions of 1 mark each.</b>			
<b>S.NO</b>	<b>Sub Part</b>	<b>Question</b>	<b>Marks</b>
<b>1.</b>		Name the term used for the process of creating a non-fiction text about current or recent news, items of general interest or specific topic.	<b>1</b>
<b>Ans</b>		Article writing <ul style="list-style-type: none"> <li>• <b>1 mark for the correct answer.</b></li> </ul>	
<b>2.</b>		_____ is defined as the drive required to engage in goal-oriented behaviour.	<b>1</b>
<b>Ans</b>		Motivation <ul style="list-style-type: none"> <li>• <b>1 mark for the correct answer</b></li> </ul>	
<b>3.</b>		_____ directs the behaviour towards satisfying our specific bodily needs.	<b>1</b>
<b>Ans</b>		Physiological motivation/ Motivation / Meditation / any alternative equivalent answer <ul style="list-style-type: none"> <li>• <b>1 mark for the correct answer</b></li> </ul>	
<b>4.</b>		The shortcut key to paste selected text or object in a computer is _____ (A) CTRL+X (B) CTRL+C (C) CTRL+V (D) None of the above	<b>1</b>
<b>Ans</b>		(C) CTRL+V <ul style="list-style-type: none"> <li>• <b>1 mark for the correct answer</b></li> </ul>	
<b>5.</b>		A/An _____ may be defined as an underlying characteristic of a person which results in effective and/or superior performance in a job. (A) Motivation	<b>1</b>

		(B) Reliance (C) Competence (D) Inspiration	
<b>Ans</b>		(C) Competence • <b>1 mark for the correct answer</b>	
<b>6.</b>		Solar energy is a form of green/clean energy. (True/False)	<b>1</b>
<b>Ans</b>		True • <b>1 mark for the correct answer</b>	
<b>Answer any 3 questions out of the given 5 questions of 2 marks each.</b>			
<b>7.</b>		Write any four different kinds of sentences that you know?	<b>2</b>
<b>Ans</b>		In writing and speaking, there are four basic kinds of sentences: 1. Declarative/ Simple/ Assertive sentences 2. Interrogative sentences 3. Imperative/Command sentences 4. Exclamatory sentences • <b>½ mark each for the correct sentence / a supporting example</b>	
<b>8.</b>		Why is self-motivation important? Explain with two points only.	<b>2</b>
<b>Ans</b>		Self-motivation is important because: 1. It increases an individual's energy and activity. 2. It directs an individual towards specific goals. 3. It results in initiation and persistence of specific activities. 4. It affects cognitive processes and learning strategies used by an individual. 5. Self-motivated people have an elevated spirit and are full of positivity. For them nothing is impossible. 6. Self-motivated individuals are assets to the world, their country, their families and to themselves. 7. Self-motivated individuals practice righteousness, means what needs to be accomplished, shall be done. 8. They are focused on their goals and objectives and diligently achieve their aims • <b>1 mark each for any two correct points</b>	
<b>9.</b>		Give any two advantages of a spreadsheet software.	<b>2</b>
<b>Ans</b>		Spreadsheet programs have become very popular because of the following features: 1. Organise data in rows and columns or in the form of a table. 2. Large volumes of data can be easily handled and manipulated. 3. Built-in functions make calculations easier, faster, and more accurate. 4. Data can be exported to or imported from other software. 5. Data can be easily represented in diagrammatic/pictorial form like graphs or charts.	

		6. Formulae are automatically recalculated whenever underlying data values are changed. <ul style="list-style-type: none"> <li>● <b>1 mark each for any two correct advantages</b></li> </ul>	
<b>10.</b>		Give any two benefits of entrepreneurial competencies.	<b>2</b>
<b>Ans</b>		<ol style="list-style-type: none"> <li>1. Taking actions to implement your ideas.</li> <li>2. Understanding the need or the problem your offering is fulfilling or solving.</li> <li>3. Strategizing and planning the steps that need to be taken.</li> <li>4. Preparing an action plan and timeline.</li> <li>5. Networking with stakeholders.</li> <li>6. Interacting with customers.</li> <li>7. Gaining and analyzing insights.</li> <li>8. Looking for alternatives and adjusting plans according to analysis and feedback.</li> <li>9. Evaluating and calculating the risk involved.</li> <li>10. Building and motivating a team.</li> <li>11. Being patient and staying motivated to overcome and work around various obstacles.</li> <li>12. Showing the value that the business is creating for stakeholders and customers.</li> <li>13. Gaining the know-how of creating, building, launching, sustaining, managing and growing a business.</li> </ol> <ul style="list-style-type: none"> <li>● <b>1 mark each for any two points</b></li> </ul>	
<b>11.</b>		List any two steps that green jobs can take to reduce greenhouse gas emissions.	<b>2</b>
<b>Ans</b>		<p>The following is the list of steps green jobs can take to reduce greenhouse gas emissions;</p> <ol style="list-style-type: none"> <li>1. Reuse, Reduce, Recycle</li> <li>2. Use less heat and reconditioning</li> <li>3. Replace your light bulbs</li> <li>4. Drive less drive smart</li> <li>5. Buy energy efficient products</li> <li>6. Use less hot water</li> <li>7. Use the off buttons</li> <li>8. Plant a tree.</li> <li>9. Work from home</li> </ol> <ul style="list-style-type: none"> <li>● <b>1 mark each for any two correct steps</b></li> </ul>	
<b>SECTION B</b> <b>(Subject Skills)</b> <span style="float: right;"><b>(50 Marks)</b></span>			
<b>Answer any 10 questions out of the given 12 questions of 1 mark each.</b>			
<b>12.</b>		Application software that handles the post-production video editing of digital video sequences on a computer are called	<b>1</b>

		(A) NLE (B) Notepad (C) MS-Word (D) Movie Editing Tools	
<b>Ans</b>		(A) NLE <b>OR</b> (D) Movie Editing Tools • <b>1 mark for the correct answer</b>	
<b>13.</b>		Virtual Dub is a video capture/processing software, licensed under (A) Microsoft (B) GPL (C) General Purpose Use (D) General Private Use	<b>1</b>
<b>Ans</b>		(B) GPL / General Public License • <b>1 mark for the correct answer</b>	
<b>14.</b>		_____ is an offline playback, editing, encoding, animation and visual effects tool based on the Jahshaka technology.	<b>1</b>
<b>Ans</b>		Cinefx • <b>1 mark for the correct answer</b>	
<b>15.</b>		Name the software that is meant for editing the kind of movies that VirtualDub can not.	<b>1</b>
<b>Ans</b>		Movica • <b>1 mark for the correct answer</b>	
<b>16.</b>		XML stands for (A) Xtra Markup Language (B) Extensible Markup Language (C) Extensible Marking Language (D) Extensive Marked Language	<b>1</b>
<b>Ans</b>		(B) Extensible Markup Language • <b>1 mark for the correct answer</b>	
<b>17.</b>		.gif , .tga, .ps are examples of _____ images. (A) Audio (B) Video (C) Image (D) Sound	<b>1</b>
<b>Ans</b>		(C) Image • <b>1 mark for the correct answer.</b>	
<b>18.</b>		MIDI stands for (A) Musical Instrumental Digitized Interleave (B) Music Instrument Drama Interface (C) Multimedia Digital Interface (D) Musical Instrument Digital Interface	<b>1</b>
<b>Ans</b>		(D) Musical Instrument Digital Interface • <b>1 mark for the correct answer.</b>	
<b>19.</b>		JavaScript was developed by (A) Brendan Eich	<b>1</b>

		(B) Dennis Ritchi (C) Robert Hooke	
<b>Ans</b>		(A) Brendan Eich • <b>1 mark for the correct answer.</b>	
<b>20.</b>		DOM stands for _____.	<b>1</b>
<b>Ans</b>		Document Object Model • <b>1 mark for the correct answer.</b>	
<b>21.</b>		Variables in JavaScript can be declared using (A) VAR (B) Var (C) var (D) Dim	<b>1</b>
<b>Ans</b>		(C) var • <b>1 mark for the correct answer.</b>	
<b>22.</b>		% in JavaScript is an example of (A) Arithmetic operator (B) Relational operator (C) Bitwise operator (D) Unary operator	<b>1</b>
<b>Ans</b>		(A) Arithmetic operator • <b>1 mark for the correct answer.</b>	
<b>23.</b>		Numbers in JavaScript are double-precision (A) 32-bit format (B) 128-bit format (C) 64-bit format (D) 16-bit format	<b>1</b>
<b>Ans</b>		(C) 64-bit format • <b>1 mark for the correct answer.</b>	
<b>Answer any 5 questions out of the given 7 questions of 2 marks each.</b>			
<b>24.</b>		Explain WAX and the different modes in which it can work.	<b>2</b>
<b>Ans</b>		Wax is : A <b>high performance</b> and <b>flexible video compositing</b> and special effects software. <b>OR</b> It can create 2D and 3D special effects. <b>OR</b> Any other equivalent explanation It can work in two modes: 1. As a standalone application for beginners/ individual users 2. As a plug-in to video editors/ NLEs • <b>1 mark for any correct explanation</b> • <b>½ mark each for two modes</b>	

<b>25.</b>		Write any two features of AVITricks.	<b>2</b>
<b>Ans</b>		AVITricks is a <ol style="list-style-type: none"> <li>1. Non-linear, non-destructive AVI video editor.</li> <li>2. It has a real time preview.</li> <li>3. Also allows offline movie editing.</li> <li>4. It makes cutting and joining footage easy.</li> <li>5. It includes a wide range of built-in adjustable effects.</li> <li>6. Video is also represented graphically on a timeline</li> </ol> <ul style="list-style-type: none"> <li>● <b>1 mark each for any two features</b></li> </ul>	
<b>26.</b>		Write any two features of timeline view in Window Movie Maker.	<b>2</b>
<b>Ans</b>		Timeline view provides <ol style="list-style-type: none"> <li>1. A detailed view of the movie project</li> <li>2. Allows finer edits.</li> <li>3. Trim video clips</li> <li>4. Adjust the duration of transition between clips</li> <li>5. View the audio track</li> <li>6. Review or modify the timings of clips</li> <li>7. Zoom in / Zoom out</li> </ol> <ul style="list-style-type: none"> <li>● <b>1 mark each for any two features</b></li> </ul>	
<b>27.</b>		Name two image file formats that are popular for FTP and WWW. Also state whether they are compressible or not.	<b>2</b>
<b>Ans</b>		.jpg or .jpeg .gif .pdf they are not compressible further .png can be compressible <ul style="list-style-type: none"> <li>● <math>\frac{1}{2}</math> mark each for mentioning any two correct image file format</li> <li>● <b>1 mark for mentioning the correct compressibility</b></li> </ul>	
<b>28.</b>		Give any two tips to remember while writing JavaScript commands.	<b>2</b>
<b>Ans</b>		Keep the following points in mind: <ol style="list-style-type: none"> <li>1. Coding is written in text editor</li> <li>2. Coding can be checked in any browser</li> <li>3. Usage of &lt;script&gt; and &lt;/script&gt; tags</li> <li>4. Any bracket opened need to be closed</li> <li>5. Javascript statement ends with semicolon</li> <li>6. Javascript code is case sensitive</li> <li>7. White space between words and tabs are ignored</li> <li>8. Line breaks are ignored except within a statement</li> </ol> <ul style="list-style-type: none"> <li>● <b>1 mark each for any two tips while writing JavaScript command</b></li> </ul>	
<b>29.</b>		Write the output of the given code : <html> <body> <script>	<b>2</b>



		<pre>s= ["blue", "red", "orange", "yellow"] s.reverse(); for(i=0;i&lt;s.length;i=i+2) document.write(s[i].toUpperCase()+"&lt;br&gt;"); &lt;/script&gt;&lt;/body&gt;&lt;/html&gt;</pre>	
<b>Ans</b>		<p>YELLOW RED</p> <ul style="list-style-type: none"> <li>● <b>1 mark for each correct line of output</b></li> <li>● <b>Deduct ½ mark if output is mentioned in lowercase (yellow or red)</b></li> <li>● <b>Ignore the line break</b></li> </ul>	
<b>30.</b>		Explain the following terms :	<b>2</b>
	(a)	Code Optimization	
<b>Ans</b>		<ol style="list-style-type: none"> <li>1. Cleanup your web page for unnecessary code</li> <li>2. Reducing code/ page size.</li> <li>3. Help in faster downloads.</li> <li>4. Effective code</li> </ol> <p><b>OR</b></p> <p>Examples on code optimization</p> <ul style="list-style-type: none"> <li>● <b>1 mark for any correct explanation</b></li> </ul>	
	(b)	Fix Errors	
<b>Ans</b>		<ol style="list-style-type: none"> <li>1. Before you publish the website, check for any errors for fixation</li> <li>2. Helps save time and unnecessary problems.</li> <li>3. Remove any probable errors</li> </ol> <ul style="list-style-type: none"> <li>● <b>1 mark for any correct explanation</b></li> </ul>	
<b>Answer any 5 questions out of the given 7 questions of 3 marks each.</b>			
<b>31.</b>		Give two examples of each type of video, audio and picture file formats supported by Windows Movie Maker.	<b>3</b>
<b>Ans</b>		<p>Video- .asf, .avi, .mp2, .mp4, .mpe, .wm, .wmv, .mp2v, .mpv2, .mov</p> <p>Audio - .aif, .asf, .mp2, .mp3, .mpa, .snd, .wav</p> <p>Picture - .bmp, .gif, .jpe, .jpeg, .png</p> <ul style="list-style-type: none"> <li>● <b>½ mark each for each file type</b></li> </ul>	
<b>32.</b>		Is it possible to undo trim changes in a clip in Window Movie Maker? Explain the term contiguous clips. Name the two file formats in which a movie file is stored in Windows Movie Maker.	<b>3</b>
<b>Ans</b>		<p>Yes, it is possible.</p> <p>Contiguous clips means that the start time of the second clip immediately follows the end time of the first clip <b>OR</b> Command is given to do so.</p> <p>The two file formats are</p> <p>.WMV - Window Media file</p> <p>.AVI- Audio Video Interleaved</p> <ul style="list-style-type: none"> <li>● <b>1 mark for Yes</b></li> </ul>	

		<ul style="list-style-type: none"> <li>• <b>1 mark for explanation of contiguous</b></li> <li>• <b>½ mark each for two file formats</b></li> </ul>																													
<b>33.</b>		Explain any three attributes of object tag.	<b>3</b>																												
<b>Ans</b>		<table border="1"> <thead> <tr> <th>Attribute</th> <th>Explanation</th> </tr> </thead> <tbody> <tr> <td>name</td> <td>specifies unique name for the object</td> </tr> <tr> <td>type</td> <td>specifies the application/ media player type</td> </tr> <tr> <td>data</td> <td>specifies URL for object data / filename</td> </tr> <tr> <td>vspace</td> <td>specifies vertical space</td> </tr> <tr> <td>hspace</td> <td>specifies horizontal space</td> </tr> <tr> <td>codebase</td> <td>specifies path where the object code located</td> </tr> <tr> <td>align</td> <td>specifies alignment</td> </tr> <tr> <td>border</td> <td>specifies border width</td> </tr> <tr> <td>height</td> <td>specifies height</td> </tr> <tr> <td>width</td> <td>specifies width</td> </tr> <tr> <td>controller</td> <td>specifies true/false to display controller or not</td> </tr> <tr> <td>src</td> <td>specifies filename / path</td> </tr> <tr> <td>autostart</td> <td>specifies true/false</td> </tr> </tbody> </table> <ul style="list-style-type: none"> <li>• <b>½ mark each for any three correct attribute</b></li> <li>• <b>½ mark each for corresponding explanation</b></li> </ul>	Attribute	Explanation	name	specifies unique name for the object	type	specifies the application/ media player type	data	specifies URL for object data / filename	vspace	specifies vertical space	hspace	specifies horizontal space	codebase	specifies path where the object code located	align	specifies alignment	border	specifies border width	height	specifies height	width	specifies width	controller	specifies true/false to display controller or not	src	specifies filename / path	autostart	specifies true/false	
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<b>34.</b>		Give and explain any three applications of JavaScript.	<b>3</b>																												
<b>Ans</b>		<ol style="list-style-type: none"> <li>1. Developing multimedia applications</li> <li>2. Create dynamic web pages</li> <li>3. Interact with the user</li> <li>4. Validate user input</li> <li>5. Designing Games/ Mobile apps/ Art/ Flying Robot</li> <li>6. Event driven programming</li> <li>7. Javascript objects are similar to dictionaries</li> </ol> <p><b>OR</b></p> <p>Any other equivalent applications of JavaScript</p> <ul style="list-style-type: none"> <li>• <b>1 mark for naming each application / explanation</b></li> </ul>																													

<b>35.</b>		Write a code in JavaScript that accepts a binary number from the user and displays its decimal equivalent number.	<b>3</b>
<b>Ans</b>		<pre> &lt;html&gt; &lt;body&gt; &lt;script&gt;   no=prompt("Enter any binary number")   num=parseInt(no,2)   document.write("The converted decimal number is "+num) &lt;/script&gt; &lt;/body&gt; &lt;/html&gt; </pre> <p><b>OR</b></p> <pre> &lt;html&gt;   &lt;script&gt;     function convert(a)       { return parseInt(a,2) }   &lt;/script&gt; &lt;body&gt;   &lt;script&gt;     d=parseInt(prompt("Enter a binary number"))     document.write("decimal equivalent is:")     document.write(convert(d))   &lt;/script&gt; &lt;/body&gt; &lt;/html&gt; </pre> <p><b>OR</b></p> <p>Any other equivalent code</p> <ul style="list-style-type: none"> <li>● <b>1 mark for &lt;HTML&gt;, &lt;Body&gt; and &lt;Script&gt; tags</b></li> <li>● <b>½ mark to accept binary number</b></li> <li>● <b>1 mark for parseInt()</b></li> <li>● <b>½ mark to display the output</b></li> </ul>	
<b>36.</b>		Explain the use of CSS. Also suggest two websites that offer free designs.	<b>3</b>
<b>Ans</b>		<p>CSS provides:</p> <ol style="list-style-type: none"> <li>1. Styling option</li> <li>2. Save time and efforts</li> <li>3. Easy/Advanced formatting</li> <li>4. Effective alternatives to specify various attributes for the HTML tags</li> <li>5. Attractive and creative designs</li> <li>6. How documents are presented on the screen.</li> <li>7. Write once, use many times</li> </ol> <p>Websites that offer free designs:</p> <ol style="list-style-type: none"> <li>1. <a href="https://html5up.net/">https://html5up.net/</a></li> <li>2. <a href="https://www.free-css.com/">https://www.free-css.com/</a></li> <li>3. <a href="https://templatemo.com">https://templatemo.com</a></li> <li>4. <a href="https://templated.co/">https://templated.co/</a></li> </ol>	

		<p>5. <a href="https://www.cssportal.com/css-templates/">https://www.cssportal.com/css-templates/</a>          6. <a href="http://www.freecsstemplates.org">www.freecsstemplates.org</a>          7. <a href="http://www.oswd.org/">http://www.oswd.org/</a>          8. <a href="http://www.openwebdesign.org/">http://www.openwebdesign.org/</a>          9. <a href="https://thehungryjpeg.com/freebies">https://thehungryjpeg.com/freebies</a>          10. <a href="http://www.webassist.com/">http://www.webassist.com/</a></p> <p><b>OR</b>          Any other free template library</p> <ul style="list-style-type: none"> <li>• <b>1 mark for any one correct use of CSS</b></li> <li>• <b>1 mark each for any two correct website names</b></li> </ul> <p>Note: Please ignore http://www</p>	
<b>37.</b>		Write a code in JavaScript to accept five numbers from the user, store them in an array, and display the sorted array.	<b>3</b>
<b>Ans</b>		<pre>&lt;html&gt; &lt;body&gt; &lt;script&gt; var arr= new Array() for(i =0;i&lt;=4;i++) {     arr[i]=parseInt(prompt("Enter any number"),10) } arr.sort(function(a,b) { return a &gt; b ? 1 : -1; }); document.write("The sorted array is"+arr) &lt;/script&gt; &lt;/body&gt; &lt;/html&gt;</pre> <p style="text-align: center;"><b>OR</b></p> <pre>&lt;html&gt; &lt;body&gt; &lt;script&gt; var arr= new Array() for(i =0;i&lt;=4;i++) {     arr[i]=parseInt(prompt("Enter any number"),10) } arr.sort((a, b) =&gt; a - b); // arr.sort(); for(i=0;i&lt;5;i++) document.write("The sorted array is"+arr[i]+ "&lt;br&gt;") &lt;/script&gt;&lt;/body&gt;&lt;/html&gt;</pre> <ul style="list-style-type: none"> <li>• <b>1 mark for accepting numbers</b></li> <li>• <b>1 mark for sorting</b></li> <li>• <b>1 mark for displaying the sorted array</b></li> </ul>	
<b>Answer any 3 questions out of the given 5 questions of 5 marks each.</b>			
<b>38.</b>		Explain the following terms:	
	(a)	MIDI	<b>1</b>
<b>Ans</b>		1. It is an acronym that stands for Musical Instrument Digital Interface.	

		<p>2. A midi file over the Web works as a program that runs the sound card.</p> <p>3. The midi file sorts of “plays” the sound card.</p> <p>4. It tells the sound card what note to produce and for what duration.</p> <p>5. Sort of running a guitar through a computer and then out a speaker</p> <p>6. Interface between the instrument and a program that creates sound.</p> <p>● <b>1 mark for any one correct explanation</b></p>	
	(b)	Helper Applications	<b>1</b>
<b>Ans</b>		<p>1. Helper Applications are the programs that are attached to the Netscape Browser.</p> <p>2. In order to play a sound file like .wav, .au etc. you will need to attach an application that the browser can use to play the sound.</p> <p>3. Helper applications or plug-ins are programs that your Web Browser uses to play/display file formats it can not handle.</p> <p>4. Some examples include JPEGview, Windows Media Player, QuickTime Player, Real Player and Adobe Reader.</p> <p>● <b>1 mark for any one correct explanation</b></p>	
	(c)	MixPod	<b>1</b>
<b>Ans</b>		<p>1. MixPod creates a free flash widget to embed into our site.</p> <p>2. The pros are that we get a plethora of great design options, embedded song information including artist and song name, access to popular songs and playlists.</p> <p>3. The cons are that we have to sign up (free) and the player displays a link to MixPod.</p> <p>4. <i>MixPod</i> is an online music portal which provides its users every genre of music to listen to.</p> <p>● <b>1 mark for any one correct explanation</b></p>	
	(d)	Google Reader MP3 Player	<b>1</b>
<b>Ans</b>		<p>1. Google reader has an inbuilt MP3 player that is the same as Gmail player</p> <p>2. It also works on non-Google websites.</p> <p>3. It is a free resource.</p> <p>4. This player has volume controls and it auto detects the duration of the music file so the reader knows how long the song will last.</p> <p>● <b>1 mark for any one correct explanation</b></p>	
	(e)	Free Video Coding	<b>1</b>
<b>Ans</b>		<p>1. It is an online service (freevideocoding.com) which helps to create a web video player.</p> <p>2. It is a FreeVideoCoding wizard that creates custom HTML video codes based on the choices. You can choose WMV, MOV, SWF etc. file formats.</p> <p>● <b>1 mark for any one correct explanation</b></p>	

<b>39.</b>		Give a brief note on the following file extensions :	
	(a)	.mid	<b>1</b>
<b>Ans</b>		<ol style="list-style-type: none"> <li>1. Musical Instrument Digital Interface</li> <li>2. MIDI files can be played with the Windows MIDI sequencer.</li> <li>3. They are the music files that conform the MIDI standard.</li> <li>4. Play them with media player on pentium computers or MusicProse or on Macintosh or Finale</li> </ol> <ul style="list-style-type: none"> <li>● <b>1 mark for any one correct explanation</b></li> </ul>	
	(b)	.snd	<b>1</b>
<b>Ans</b>		<ol style="list-style-type: none"> <li>1. It is a Macintosh clickable sound format.</li> <li>2. Can be played on any Macintosh or on Pentium computers with wplany.</li> </ol> <ul style="list-style-type: none"> <li>● <b>1 mark for any one correct explanation</b></li> </ul>	
	(c)	.avi	<b>1</b>
<b>Ans</b>		<ol style="list-style-type: none"> <li>1. Audio Video Interleave</li> <li>2. AVI is a compressed <b>movie file format</b> developed by Microsoft.</li> <li>3. It can be used on windows with Media Player and Xanim on Unix systems</li> </ol> <ul style="list-style-type: none"> <li>● <b>1 mark for any one correct explanation</b></li> </ul>	
	(d)	.cvs	<b>1</b>
<b>Ans</b>		<ol style="list-style-type: none"> <li>1. A CVS is a vector graphic file format</li> <li>2. It is openable in Canvas.</li> <li>3. It is proprietary image file format</li> </ol> <ul style="list-style-type: none"> <li>● <b>1 mark for any one correct explanation</b></li> </ul>	
	(e)	.psd	<b>1</b>
<b>Ans</b>		<ol style="list-style-type: none"> <li>1. Photoshop document</li> <li>2. It is a photoshop graphic/image file.</li> <li>3. They are openable on Pentium and on Macintosh systems by Adobe Photoshop.</li> <li>4. It is proprietary image file format</li> </ol> <ul style="list-style-type: none"> <li>● <b>1 mark for any one correct explanation</b></li> </ul>	
<b>40.</b>		Write a code in JavaScript to accept a number from the user and generate	<b>5</b>
	(a)	A random number greater than the number entered	
<b>Ans</b>		<pre>&lt;html&gt; &lt;body&gt; &lt;script&gt; var a =0 a=parseInt(prompt("Enter any number")) b=a+Math.random() document.write("The number is"+b) &lt;/script&gt;&lt;/body&gt;&lt;/html&gt;</pre> <ul style="list-style-type: none"> <li>● <b>½ mark for using &lt;html&gt; &lt;body&gt; &lt;script&gt;</b></li> <li>● <b>½ mark for reading the number</b></li> </ul>	

		<ul style="list-style-type: none"> <li>• ½ mark for using parseInt()</li> <li>• ½ mark for using Math.random()</li> <li>• ½ mark for displaying the result</li> </ul>											
	(b)	Next even number after the number entered											
<b>Ans</b>		<pre>&lt;html&gt; &lt;body&gt; &lt;script&gt; var a =0 a=parseInt(prompt("Enter any number")) if (a%2 ==0)     b =a+2 else     b=a+1 document.write("The next even number is "+b) &lt;/script&gt;&lt;/body&gt;&lt;/html&gt;</pre> <ul style="list-style-type: none"> <li>• ½ mark for using &lt;html&gt; &lt;body&gt; &lt;script&gt;</li> <li>• ½ mark for reading the number</li> <li>• ½ mark for using parseInt()</li> <li>• ½ mark for conditional statement</li> <li>• ½ mark for displaying the result</li> </ul>											
<b>41.</b>		<p>Write a program in JavaScript to accept marks in three subjects, display the total marks obtained, the percentage, and the grade as per the norms given below :</p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th style="text-align: left;">Percentage</th> <th style="text-align: left;">Grade</th> </tr> </thead> <tbody> <tr> <td>&gt;=75</td> <td>A</td> </tr> <tr> <td>&lt;75 and &gt;=60</td> <td>B</td> </tr> <tr> <td>&lt;60 and &gt;=33</td> <td>C</td> </tr> <tr> <td>&lt;33</td> <td>D</td> </tr> </tbody> </table>	Percentage	Grade	>=75	A	<75 and >=60	B	<60 and >=33	C	<33	D	<b>5</b>
Percentage	Grade												
>=75	A												
<75 and >=60	B												
<60 and >=33	C												
<33	D												
<b>Ans</b>		<pre>&lt;html&gt; &lt;body&gt; &lt;script&gt; var m,s,e,tot,per,grade m=parseInt(prompt("Enter marks in maths")) s=parseInt(prompt("Enter marks in science")) e=parseInt(prompt("Enter marks in english")) tot=m+s+e per=tot/300*100 document.write("The total marks are "+tot+"&lt;br&gt;") document.write("The percentage is "+per+"&lt;br&gt;") if (per&gt;=75)     grade="A"           // document.write("Grade: A") else if(per&gt;=60)     grade="B"           // document.write("Grade: B") else if(per&gt;=33)     grade="C"           // document.write("Grade: C") else     grade="D"           // document.write("Grade: D") document.write("The grade is "+grade)</pre>											

		<pre>&lt;/script&gt;&lt;/body&gt;&lt;/html&gt;</pre> <p><b>OR</b> Any other correct equivalent code</p> <ul style="list-style-type: none"> <li>● <b>1 mark for &lt;html&gt; &lt;body&gt; &lt;script&gt;</b></li> <li>● <b>1 mark for reading marks in three subjects</b></li> <li>● <b>1 mark for calculating and displaying total marks</b></li> <li>● <b>1 mark for calculating and displaying percentage</b></li> <li>● <b>1 mark for calculating and displaying grade</b></li> </ul>	
<b>42.</b>		What may be the possible output of the following snippets :	<b>5</b>
	(a)	<p>Predict the output of the following :</p> <pre>&lt;html&gt; &lt;body&gt; &lt;script&gt; var fruits=["Apple","mango"]; fruits[50]="Orange" document.write(fruits.length); document.write("&lt;br&gt;end of program"); &lt;/script&gt;&lt;/body&gt;&lt;/html&gt;</pre>	
<b>Ans</b>		<p>51 end of program</p> <ul style="list-style-type: none"> <li>● <b>1 mark for each correct line of output</b></li> </ul>	
	(b)	<p>Rewrite the following using switch case statement:</p> <pre>If(a==1)     document.write("Monday,Wednesday,Friday"); else if(a==2)     document.write("Tuesday,Thursday,Saturday"); else     document.write("Sunday")</pre>	
<b>Ans</b>		<pre>&lt;html&gt; &lt;body&gt; &lt;script&gt; var a = 2 switch(a) {     case 1:         document.write("Monday,Wednesday,Friday");         break;     case 2:         document.write("Tuesday,Thursday,Saturday");         break;     default:         document.write("Sunday") } &lt;/script&gt;&lt;/body&gt;&lt;/html&gt;</pre> <ul style="list-style-type: none"> <li>● <b>1 mark for correct use of switch - case</b></li> <li>● <b>1 mark for display</b></li> <li>● <b>1 mark for case and default statement</b></li> </ul>	