

2024

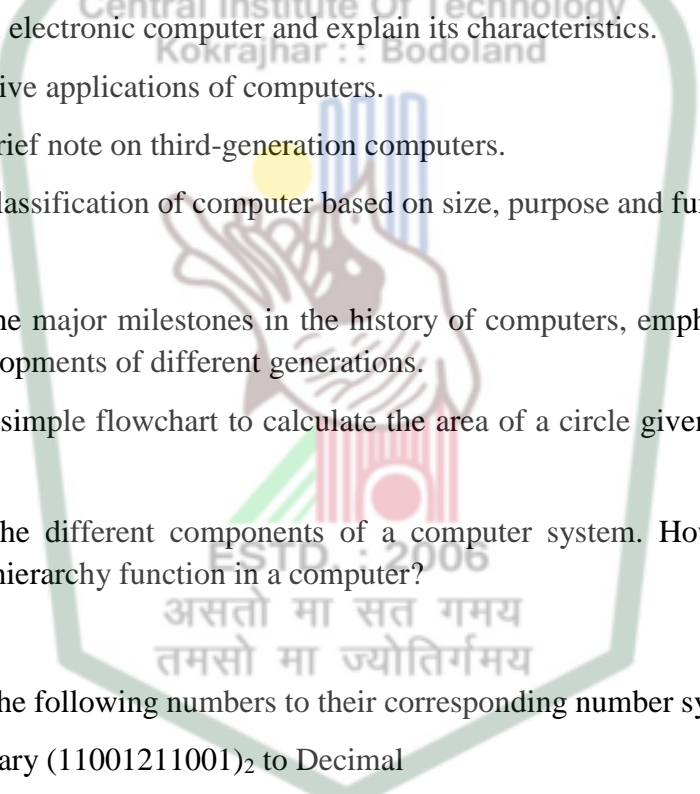
**COMPUTER FUNDAMENTALS AND OPERATION**

*Full Marks: 100*

Time: Three hours

*The figures in the margin indicate full marks for the questions.*

*Answer any five questions.*

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1. a) Define an electronic computer and explain its characteristics. 5  
b) List any five applications of computers. 5  
c) Write a brief note on third-generation computers. 5  
d) List the classification of computer based on size, purpose and functionality. 5
2. a) Outline the major milestones in the history of computers, emphasizing the key developments of different generations. 6  
b) Design a simple flowchart to calculate the area of a circle given the radius as input. 4  
c) Explain the different components of a computer system. How does the memory hierarchy function in a computer? 6+4
3. a) Convert the following numbers to their corresponding number system:  
i) Binary  $(11001211001)_2$  to Decimal 4  
ii) Decimal  $(12510125)_{10}$  to Binary 4  
b) Describe the types of software and their functions. Explain the role of operating system. 6+6
4. a) Describe the basic concepts of networking and explain the roles of network devices such as switch, hub, and modem 4+6  
b) What is network topology? With the help of diagrams, describe any two types of topologies in detail and discuss their advantages and 2+8

disadvantages.

5. a) What is RAM? Explain about the different types of RAM. 4+6
- b) Discuss the benefits of e-commerce in today's world. What are some challenges associated with its implementation? 6+4
6. a) Explain the basic structure of an HTML document with the following content: 4x2=8
- i) Title: "Fundamentals of Computer"
  - ii) Heading: "Welcome to Computer Basics"
  - iii) Sub-heading: "Understanding Computers"
  - iv) A paragraph "explaining the components of a computer system"
- b) Write a brief history of the World Wide Web? Explain about the role of web browsers and search engines. 6+6
7. a) Explain the following :
- i) The impact of the Internet on education and business. 10
  - ii) Generation of programming languages. 10

