## COMPUTING

Small Transistors are used in $\qquad$ generation of computers. (March 06, June 09)
All parts of computer are controlled by $\qquad$ (2006, 2007, 2009)
Input, Output, CPU are $\qquad$ of the computer. (June 2006)
An example for output is $\qquad$ (June 2006)
Vacuum tubes are used in $\qquad$ generation of computers (March 2007)
The language known to the computers is called $\qquad$ (June 2009)
$\qquad$ is used to make a diagrammatic representation of an algorithm (March 2008)
7.

The father of computer is $\qquad$ (March 2008)
9. To express the algorithm in a language understandable by a computer is called $\qquad$
10. The number of major parts in a computer is $\qquad$ (June 2009)
11. C.P.U means $\qquad$ -
large amount of information is stored in $\qquad$ unit of computers.
13. The method of solving a problem is called $\qquad$
14. $\qquad$ are used in fourth generation of computers.
15. All the mathematical operations are carried out in $\qquad$ units.
16. The input unit, C.P.U and output unit all together is called $\qquad$
17. The unit that gains results from C.P.U is $\qquad$
18. Example for computer language is $\qquad$
19. The present day computers are made as $\qquad$ generation computers.
20. In the preparation of flow charts, we use Rhombus shaped box for $\qquad$
21. A computer is an $\qquad$ device.
22. Pictorial representation of algorithm is called $\qquad$
23. Printer is example for $\qquad$ unit
24. COBOL means $\qquad$
25. The computers built in between 1950-1960 are called as $\qquad$ generation of computers.
26. $\qquad$ is example for Input unit
27. An algorithm means $\qquad$
28. The Rhombus shaped box is used in a flow chart for $\qquad$
29. Each computer consists of three essential units, namely Input unit, output unit and the $\qquad$ unit.
30. BASIC is $\qquad$ language.
31. Father of modern computers is $\qquad$
32. $\qquad$ are used in third generation of computers.
33. A.L.U means $\qquad$

## KEY

1. Second
2. C.P.U
3. Hardware
4. printer
5. First
6. Higher language (or) software programming language
7. Flow chart
8. Charles Babbage
9. Programming language
10.3
10. Central Processing Unit
11. Memory
12. Programme
13. Very large scale integrated circuites
14. Arithmetic and logical unit
15. Hardware
16. Out put
17. COBOL (or) PASCAL
18. $\mathrm{IV}^{\text {th }}$ generation
19. Decision box
20. Eelectronic
21. Flowchart
23.Output
22. Common business oriented language
23. It generation
24. Key board
25. Plan of obtaining a solution to a problem
26. Decision making
27. Central Processing Unit (C.P.U.)

## Important symbols

| 1. Negation | $\sim$ |
| :---: | :---: |
| 2. And | $\wedge$ |
| 3. Or | $\checkmark$ |
| 4. Implie | $\Rightarrow$ |
| 5. If and only if | $\Leftrightarrow$ |
| 6. For all | $\forall$ |
| 7. For some | $\exists$ |
| 8. Belongs | $\epsilon$ |
| 9. Not belongs | $\pm$ |
| 10. Subset | C |
| 11. Superset | $\bigcirc$ |
| 12. Union | $\cup$ |
| 13. Intersection | $\bigcirc$ |
| 14. Powerset | $\mu$ |
| 15. Null set | $\phi$ |
| 16. Complement of A | $\mathbf{A}^{1} / \mathrm{A}^{\mathrm{c}}$ |
| 17. Cartesian product of $A, B$ is | $\mathbf{A} \times \mathbf{B}$ |
| 18. Identity function | I (A) |
| 19. Discriminant | $\Delta$ or D |
| 20. Transpose of A | $A^{\text {T }}$ |
| 21. Inverse of A | $\mathrm{A}^{-1}$ |
| 22. Fistle function A to B | $\mathrm{f}: \mathbf{A} \rightarrow \mathrm{B}$ |
| 23. Composite function of $f$ and $g$ | gof |
| 24. Sum of first ' $n$ ' natural numbers | $\Sigma \mathrm{n}$ |
| 25. $\mathrm{n}^{\text {th }}$ term | $\mathrm{t}_{\mathrm{n}}$ |
| 26. Sum of 'n' terms | $\mathrm{S}_{\mathrm{n}}$ |
| 27. Arithmetic mean | $x$ |
| 28. Sum of frequencies | $\Sigma \mathrm{f}$ or N |

