BEDIAKO MEMORIAL INSTITUTE
END OF THIRD TERM EXAMINATION – 2024/2025
COMPUTING || BASIC 7

NAME: ……**ID NUMDER:** ……..……**TIME: 2 HOURS**

INSTRUCTIONS: *This paper is made up of two parts,* **Paper 1** *and* **Paper 2**. *You are to answer* ***all*** *questions in* **Paper 1**. **Paper 2** *is made up of two Sections,* ***A*** *and* ***B.*** *Answer all questions in Section* ***A (24 marks)*** *and any* ***three (3)*** *questions from* ***Section B (36 Marks)***. *The total mark for this paper is* ***100***. *Answer* ***all*** *the questions in the spaces provided in this questions paper. Credit will be given for clarity of expression and orderly presentation of material.*

PAPER 2

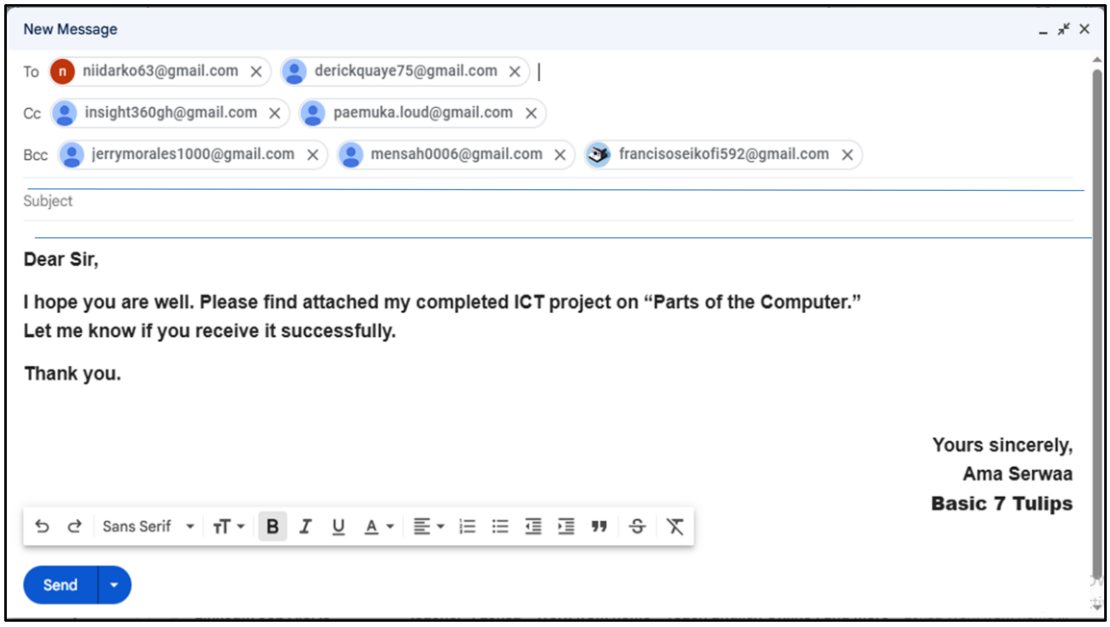
ESSAY – [60 marks]

SECTION A – [24 marks]

Answer Question 1 (Compulsory)

1. Ama Serwaa, a Basic 7 Tulips student, was asked to submit her ICT project by email

a) Carefully study image and its content and use it to answer the questions that follow



ii) Mention **one field** Ama used to include email addresses**.** [1 Marks]

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iii) State **one reason** why she used the **Cc**. [2 marks]

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iv) What is the use of the **Bcc** in an email? [2 marks]

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v) State **one** reason why emails are better than handwritten letters for submitting schoolwork. **[2 marks]**

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b) Identify these components from the following images and use them to answer questions that follow



I



II



III



IV

i) Identify each component labelled I to IV by writing the name and specifying which generation of computers it belongs to in the table below. **[8 marks]**

	COMPONENT NAME	GENERATION
I		
II		
III		
IV		

c) Study the images below carefully and answer the questions that follow:

A B C D E F G H



i) Group in the table below the various Social media apps in above. **9 marks**

	SOCIAL NETWORKING APPS	MICROBLOGGING APPS	MULTIMEDIA SHARING APPS
1			
2			
3			
4			

SECTION B – [36 marks]

Answer* three (3) *questions from this section

2. a. As the leader of coders club, briefly explain what a ***program*** is to the group. **[3 marks]**

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b. Including at least **three** characteristics, describe ***algorithm*** to the group. **[4 marks]**

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c. List **three** components of an algorithm **[3 marks]**

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d. What is a **bug** in programming? **[2 marks]**

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3. a. Kojo had to enter a password to log into his email account. Define the term *password*. **[3 marks]**

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b. Kojo's password was "kojo123". Explain why "kojo123" is a weak password. **[3 marks]**

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c. Define ***Phishing***. **[3 marks]**

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d. As a digital safety expert, briefly explain to Kojo what malware is. **[3 marks]**

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4. a. Identify the health hazards associated with using the devices below. **[4 marks]**

	DEVICE	HEALTH HAZARD ASSOCIATED WITH USING THIS DEVICE.
1	Monitor	
2	Keyboard	
3	Mouse	
4	Speaker	

b. State **two** benefits of using variables. **[4 marks]**

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c. Including its principles, explain ***Information Security*** **[4 marks]**

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5. a) Would you recommend a touchscreen monitor to a friend? State 'Yes, I will recommend' or 'No, I will not recommend.' Then, if yes, state two reasons why; and if no, state two reasons why not. **[4 marks]**

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b) Complete the table for data types used in programming. **[4 marks]**

QUESTIONS	ANSWER
What data type stores the quantity of items bought online?	
Which data type is best for storing a price like Gh₵9.99?	
What data type is suitable for a full name and email?	
Which data type would track if a task is completed?	

c) Use the Python code below to answer the questions that follow.

```
radius = 7
pi = 3.14
area = pi * radius * radius
print("The area of the circle is:", area)
```

i) Identify one **variable** used in the code. **[1 marks]**

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ii) Identify one **constant** used in the code. **[1 mark]**

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iii) What is the **output** of the code? **[2 mark]**

PAPER 1
OBJECTIVE TEST – [40 marks]
Answer all questions from this section

1. What do you call notes written in code that are ignored by compilers or interpreters?
A. Comments B. Expressions
C. Statements D. Operators

2. A sequence of characters such as "Hello" is known as a:
A. Float B. String
C. Boolean D. Variable

3. What data type stores unordered, unique items?
A. Dictionary B. Tuple
C. List D. Set

4. The rules that determine how code must be written are called:
A. Syntax B. Grammar
C. Format D. Logic

5. A function defined inside a class is called a:
A. Method B. Object
C. Tuple D. Loop

6. What is the process of storing a value in a variable known as?
A. Assignment B. Concatenation
C. Initialization D. Import

7. The period during which a program is actively being executed is known as:
A. Runtime B. Compilation
C. Design time D. Debugging

8. Which statement is used to display output on the screen in most programming languages?
A. Print Statement B. Show Statement
C. Expression Line D. Output Statement

9. A special value used to represent 'no value' in a program is:
A. Void B. Empty
C. Zero D. Null

10. A value that does not change while a program runs is called a:
A. Constant B. Integer
C. Expression D. Variable

11. What do we call a block of code designed to perform a specific task and can be reused?
A. Class B. Function
C. Operator D. Variable

12. A data type that can only hold true or false is called:
A. Boolean B. Integer
C. Float D. String

13. The simplified English-like representation of program logic is known as:
A. Pseudocode B. Syntax
C. Flowchart D. Algorithm

14. What programming construct is used to repeat a set of instructions?
A. Loop B. Operator
C. Method D. Variable

15. What is the term for a collection of items stored at contiguous memory locations?
A. Array B. Set
C. List D. Tuple

16. Repeating a process or block of code is called:
A. Compilation B. Execution
C. Iteration D. Import

17. Which data structure stores a collection of ordered items that can be changed?
A. Set B. Dictionary
C. List D. Tuple

18. What data type stores key-value pairs?
A. Set B. Dictionary
C. List D. Tuple

19. What is the process of identifying and correcting errors in a program called?
A. Debugging B. Assigning
C. Commenting D. Compiling

20. A single line of code that performs an action is a:
A. Line B. Statement
C. Expression D. Comment

21. What term is used for a blueprint that defines the structure and behaviour of an object in object-oriented programming?
A. Class B. IDE
C. Variable D. Function

22. Which of the following allows one class to gain properties of another class?
A. Recursion B. Compilation
C. Concatenation D. Inheritance

23. Which of these tools provides an interface for writing, testing, and debugging code?
A. IDE B. Compiler
C. Interpreter D. Library

24. A complete set of instructions written to perform a task is called a:
A. Program B. Method
C. Comment D. Loop

25. A function that calls itself is demonstrating:
A. Compilation B. Inheritance
C. Recursion D. Repetition

26. Which of these refers to an object whose value can be changed after creation?
A. Function B. Constant
C. Mutable D. Immutable

27. Symbols like +, -, *, and / are examples of:
A. Operators B. Constants
C. Methods D. Keywords

28. A combination of variables and operators that produces a result is called a(n):
A. Statement B. Import
C. Function D. Expression

29. An error in a program that causes incorrect behaviour is called a:
A. Loop B. Method
C. Function D. Bug

30. The keyword used to include external libraries or modules in your code is:
A. Import B. Assign
C. Export D. Inherit

31. What do we call an object whose value cannot be changed?
A. Constant B. Immutable
C. Variable D. Mutable

32. What program executes code line by line during runtime?
A. Compiler B. Debugger
C. IDE D. Interpreter

33. What data type represents whole numbers?
A. String B. Boolean
C. Float D. Integer

34. What term describes a container that holds variable identifiers and their relationships?
A. Environment B. Scope
C. Namespace D. Variable

35. Which of the following is used to represent decimal numbers in programming?
A. Boolean B. String
C. Integer D. Float

36. What do you call a pre-written collection of code that can be imported into a program?
A. List B. Library
C. Function D. String

37. What term describes the process of joining two strings together?
A. Comparison B. Concatenation
C. Iteration D. Inheritance

38. What term describes a storage location that holds data and can change during program execution?
A. Operator B. Variable
C. Function D. Constant

39. A collection of items that cannot be changed after creation is a:
A. Variable B. Set
C. Tuple D. List

40. What converts high-level code into machine code all at once?
A. Debugger B. IDE
C. Interpreter D. Compiler