



पुर्ना International School

Shree Swaminarayan Gurukul, Zundal

Class - VIII

Super Computer

Exercise Corner

Specimen Copy

Year- 2020-21

CH-9 Computer Ethics and Cybercrime

❖ Focus of the chapter

1. Computer Ethics
2. Internet ethics
3. Intellectual property rights
4. Privacy
5. Software piracy
6. Cybercrime
7. Preventing cybercrime

❖ Keywords

- **Intellectual property rights** – rights given to a person over her or his creation
- **Softlifting** – sharing a software with someone who is not authorized by the license agreement
- **Counterfeiting** – producing fake copies of a software in such a manner that the copies look like the original software
- **Phishing** – luring a user via email to a fake website
- **Pharming** – redirecting a user to a wrong website she/he enters a genuine web address
- **Hacking** – illegally gaining access to a computer to damage or steal information

❖ Checkpoint

Write T for True or F for False.

1. There is no need to consider the social consequences of the work you are doing on a computer. **F**
2. It is improper to use pirated software. **T**
3. The files in any computer are public property. **F**
4. Spreading viruses or any harmful programs in computers is unethical **T**

❖ **Exercise Corner**

A. Tick(✓) the correct answers.

1. Which of the following are the ten rules defined by Computer Ethics institute?

A. Ten commandments

2. Which of the following defines the illegal copying, distribution or use of software?

A. Software Piracy

3. Which of the following defines producing fake copies of a software in such a manner that they look like the original product?

A. **Counterfeiting**

4. Which of the following is the symbol used to denote copyright?

A. ©

B. Match the columns.

1	Rights given to persons over their creations	a	Phishing
2	Luring a user to a fake website	b	Computer ethics
3	An activity of cracking passwords	c	Intellectual property rights
4	Rules and practices followed on a computer	d	hacking
5	Redirecting a user to a fake website	e	pharming

Ans. 1 – c 2 – a 3 - d 4 – b 5 - e

CH-10 Introduction to C++

❖ Focus of the chapter

1. Structure of a C++ program
2. Opening and closing a program in C++
3. Running a program in C++
4. Saving a program in C++
5. Declaring variables
6. The first program in C++
7. Using conditional statements and loops

❖ Keywords

- **Header file** – a file that holds all the declarations in a program
- **Variable** – a memory location used to store a value
- **Loop** – a sequence of instructions that is repeated until a condition is satisfied.

❖ Exercise Corner

A. Tick(✓) the correct answers.

1. Which level of computer programming language is c++?
A. High level
2. Which keys are pressed to exit the C++ window?
A. ALT + X
3. Which of the following has to be declared before it is used
A. variable
4. Which of the following is stored in a float data type.?
A. decimal numbers

B. Fill in the blanks

1. C++ is an extension to the C language.
2. C++ program files are saved with the extension .CPP
3. A variable is a location in the computer memory.
4. A loop refers to a sequence of instructions that is repeated until a condition is satisfied.

