Class – 3rd Assignment 2018-19 Sub- Computer

A. Tick (V) the correct answer.					
1. Which tool is use to draw a polygon?					
a) Polygon tool	b) Curve tool	c) Text tool			
2. Which tool is used to select a color from a drawing?					
a) Text tool	b) Color picker too	c) Magnifier tool			
3. Which tool is used to type a text?					
a) Curve tool	b) Brush too	l c) Text tool			
4. This tool is used to make freehand drawings.					
a) Paint tool	b) Stamp too	l c) Magic tool			
5. This tool is used to place sticker					
a) Save tool	b) Stamp too	c) Shapes tool			
6. Which tool is used to draw a circle?					
a) Curve tool	b) Circle too	c) Text tool			
7. The shape of the turtle is a					
a) Square	b) Rectangle	c) Triangle			
8. The turtle has					
a) a head	b) a tail	c) both head and tail			
9. We use the print command to					
a) Write text	b) Move the turtle	c) Hide the turtle			
10. We use this command to add numbers.					
a) PRODUCT	b) QUOTIENT	c) SUM			
11. BK 80-20 moves the turtle back by					
a) 40 steps	b) 20 steps	c) 60 steps			
12. We use the save command to					

b) Move the turtle

c) Save text

a) Write text

a) Print	b) Save	c) Delete		
14. The initial position of the	turtle on the screen is ca	alled the		
a) Home position	b) Centre position	c) School Position.		
15. The FD command helps	the turtle to move.			
. a) Backward	b) right	c) forward		
B. Fill in the blanks.				
1. Tux paint is a	program.			
2. The readymade picture	are called			
, 1				
3	_tool is used to save a dr	awing.		
4 CV 1 1				
4. Click and	to make your	drawing.		
5. The number of	is writte	en with every FORWARD and		
BACK command.				
6. The short form of the R	IGHT command is			
7. The commar	nd is used to erase the dra	awing on the main screen.		
8. We use the	command	d to write text.		
9. We us thecommand to divide numbers.				
10. The Number of the	is written with even	ery FORWORD and BACK command.		
11. The BK command hel	ps to move the turtle	·		
12. The Comma	nd erases the contents in	the recall list box.		
13. We use the	command to write tex	t.		
14. We use the op	perate to subtract number	s.		
15. We use mathematical	operators to the	turtle on the screen.		

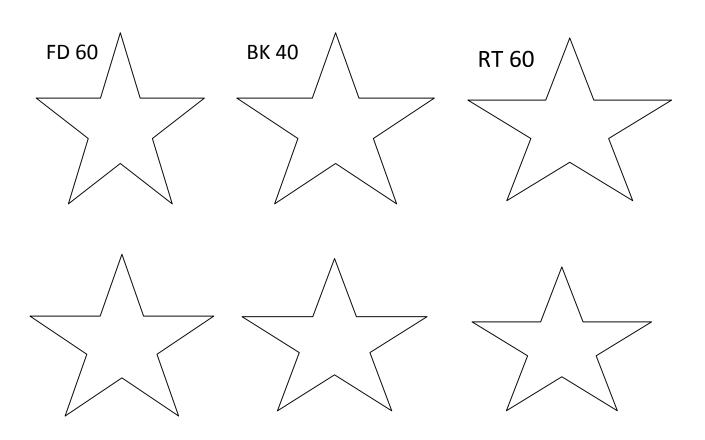
13. We use print command to

1.	9	a) Magnifier tool		
2.	凸	b) curve tool		
3.	\sim	c) polygon tool		
4.	Q	d) text tool		
5.	A	e) color picker tool		
D. Match the tools with their uses.				
1. Polygon a) to write words and numbers			bers	
2. Curve tool b) to get an enlarge view				
3. Colo	r picker tool	c) to draw a curved line		
4. Mag	4. Magnifier tool d) to draw a shape with three or more side		ee or more sides	
5. Text	tool	e) to select a color from a drawing		
6. Erase	r tool	f) to erase the shape		
E. Write T for True and F for False.				
1) PRINT Hello will show the output as Hello.				
2) PRINT FIRST (How are you) will show the output as How				
3) FD 40 + 60 will move the turtle back by 100 steps.				
4) LT QUOTIENT30 3 will turn the turtle to the left by 60 degrees.				
5) Mouse is a pointing device.				

C. Match the following.

F. Match the commands with the movements shown. Color the stars that match

with the same color



G. Draw the Logo turtle and make the labels of Head and tail of turtle.