

CLASS III – COMPUTER APPLICATION

✓ REVISION POINTER

① COMPUTER LAB SAFETY & HEALTH RULES

1.1 Proper Posture

- Sit upright and lean against the backrest.
 - Maintain proper posture while using a computer.
 - Place the **monitor at eye level**.
 - Do NOT place CPU or printer at eye level.
 - Keep screen dust-free for better vision.
 - Proper lighting reduces eye strain.
 - Do not spill liquids near computer.
 - Do not use faulty or damaged devices.
 - Use electrical equipment safely.
 - Tuck wires under desks or carpets for safety.
 - Go for regular eye check-ups.
-

1.2 Health Problems

RSI

- RSI stands for **Repetitive Strain Injury**.
- Caused by repeated movements like typing.
- Use **wrist guard** while typing.

Eye Strain

- Staring at screen too long strains our **eyes**.
- Can cause headache.

Back & Neck Pain

- Caused by not sitting upright.
 - Prevent by:
 - Keeping monitor at eye level.
 - Sitting straight.
-

1.3 Preventing Electric Fire

- Do not overload sockets.
 - Do not use damaged wires.
 - Use electrical equipment carefully.
 - Keep wires properly arranged.
-

1.4 Electrical Devices

- **Socket** is an electrical device receiving a plug to make an electric connection.

2 INTRODUCTION TO MSW LOGO

2.1 What is LOGO?

- LOGO is a programming language.
- It gives instructions to the computer.
- Instructions are called **Commands** or **Primitives**.
- Used to draw shapes and patterns.

2.2 Turtle in LOGO

- The shape of the turtle is **Turtle**.
- The turtle obeys commands typed in the **Commander window**.
- It moves according to the command.

3 BASIC LOGO COMMANDS

3.1 Showing & Hiding Turtle

- **ST / SHOWTURTLE** → Show turtle
- **HT / HIDETURTLE** → Hide turtle

3.2 Pen Commands

- **PD (PENDOWN)** → Draw line while moving
- **PU (PENUP)** → Move without drawing
- **PE (PENERASE)** → Erase lines
- **PENPAINT / PPT** → Paint pen again

After giving PU or PE, use **PENPAINT** to draw again.

Wrong command:

- **REMOVE** ✘ (Not used to erase pen colour)
- Eraser command ✘

3.3 Changing Pen Color

- Command:
SETPC 1
(SETPC means Set Pen Color)

Wrong:

- SET-PENCOLOR ✗
- STPC ✗

4 PRINTING TEXT IN LOGO

4.1 Print Command

- Command used to display word or sentence on screen:
PRINT

Example:

```
PRINT INDIA
```

```
PRINT Hello
```

```
PRINT [Vande Matram]
```

```
PRINT [I LOVE MY INDIA]
```

Wrong commands:

- WRITE ✗
- DISPLAY ✗
- PRINTTEXT ✗

5 REPEAT COMMAND

- REPEAT command saves time.
- Used to draw shapes easily.

Drawing a Square

Formula:

```
REPEAT 4 [FD length RT 90]
```

Examples:

```
REPEAT 4 [FD 100 RT 90]
```

```
REPEAT 4 [FD 150 RT 90]
```

```
REPEAT 4 [FD 200 RT 90]
```

```
REPEAT 4 [FD 300 RT 90]
```

6 MATH COMMANDS IN LOGO

- **SUM** → Adds two numbers
- **PRODUCT** → Multiplies two numbers
- **SUBTRACT** → Subtracts numbers

Example:
PRINT SUM 20 30

Wrong statements:

- PRODUCT is used to add ✗
 - SUBTRACT is used to multiply ✗
-

7 TRUE / FALSE

- ✓ Use electrical equipment with safety.
 - ✓ We should not use faulty devices.
 - ✗ REMOVE command is used to erase colour.
 - ✗ Always place CPU at hand level.
 - ✗ Always place printer at eye level.
 - ✓ SUM command is used to add numbers.
 - ✗ PRODUCT command is used to add numbers.
 - ✗ SUBTRACT command is used to multiply.
 - ✓ Sit upright and lean against backrest.
 - ✗ No need for regular eye check-ups.
 - ✓ PENERASE is used to erase lines.
 - ✗ STPC sets pen colour.
-

📌 IMPORTANT COMMAND LIST (MEMORIZE)

1 PRINT

Used to display any word or sentence on the screen.

Example:

```
PRINT HELLO
```

☞ The word HELLO will appear on the screen.

2 REPEAT

Used to repeat a command many times. It saves time.

Example (Draw a Square):

```
REPEAT 4 [FD 100 RT 90]
```

☞ The turtle will draw a square.

3 FD (Forward)

Moves the turtle forward.

Example:

```
FD 50
```

☞ Turtle moves 50 steps forward.

4 RT (Right Turn)

Turns the turtle to the right.

Example:

```
RT 90
```

☞ Turtle turns 90 degrees to the right.

5 PD (Pen Down)

Turtle draws a line while moving.

Example:

```
PD  
FD 100
```

☞ Turtle draws a 100-step line.

6 PU (Pen Up)

Turtle moves without drawing a line.

Example:

```
PU  
FD 100
```

☞ Turtle moves forward but does NOT draw.

7 PE (Pen Erase)

Erases lines while moving.

Example:

```
PE  
FD 50
```

☞ Turtle erases 50 steps of line.

8 PENPAINT (PPT)

Used after PE or PU to draw again.

Example:

```
PENPAINT  
FD 50
```

☞ Turtle starts drawing again.

9 SETPC (Set Pen Color)

Changes the color of the pen.

Example:

```
SETPC 1
```

☞ Changes pen color (1 = Blue in many versions).

10 HT (Hide Turtle)

Hides the turtle from the screen.

Example:

```
HT
```

☞ Turtle disappears.

11 ST (Show Turtle)

Shows the turtle again.

Example:

```
ST
```

☞ Turtle appears on screen.

12 SUM

Adds two numbers.

Example:

```
PRINTSUM 20 30
```

☞ Output will be 50.

13) PRODUCT

Multiplies two numbers.

Example:

PRINT PRODUCT 5 4

☞ Output will be 20.

14) SUBTRACT

Subtracts one number from another.

Example:

PRINT SUBTRACT 10 3

☞ Output will be 7.

★ MOST IMPORTANT EXAM POINTS

- ✓ Monitor at eye level
- ✓ Wrist guard while typing
- ✓ RSI = Repetitive Strain Injury
- ✓ PRINT command displays text
- ✓ REPEAT saves time
- ✓ PENERASE erases line
- ✓ PENPAINT draws again
- ✓ SETPC changes colour
- ✓ SUM adds numbers.
- ✓ Turtle works in Commander window