



ITL PUBLIC SCHOOL
PRE MID TERM EXAMINATION (2026-27)

Date: _____

Class: III Sec: _____

COMPUTER APPLICATION – ANSWER KEY

Time: 1hr

M. M: 20

Name: _____

Invigilator's Sign: _____

Roll No: _____

Examiner's Sign: _____

General Instructions:

- All questions are compulsory.
- Read the question paper carefully.

	SECTION – A	
Q.1	Multiple Choice Questions – choose the correct option:	5 marks
1.1	The main folder is called the _____ folder. a) Sub b) Parent c) Primary d) Child	
1.2	A _____ extension is added to file by the program used to create it. a) software b) file c) folder d) document	
1.3	In 16 * 10, the instruction is a) 16 b) * c) 10 d) Both a) and c)	
1.4	_____ is an output device. a) Keyboard b) Mouse c) Scanner d) Monitor	
1.5	In computer we enter the _____. a) Input b) Processing c) Output d) File	
Q.2	Fill in the blanks.	5 marks
2.1	We can touch the hardware but we cannot touch the software .	
2.2	The storage device is capable of storing information in a computer.	
2.3	A joystick is used to control movements in a computer game.	
2.4	Computer processes data as the instructions are given.	
2.5	A projector is used in situations when there is a very large viewing area.	
	SECTION – B	

Q.3	APPLICATION BASED QUESTIONS	5 marks
3.1	You have a folder named Class3 Work and a folder inside it named Revision. What is Revision folder called? Sub Folder	1
3.2	Dia wants to make a similar copy of a folder. Which option would she use? Copy	1
3.3	You want take print of your drawings on a paper. Which device can help you? Printer	1
3.4	You want to click files and folder on the monitor. Which device should you use? Mouse	1
3.5	Name any one removable storage devices which contains data. Pendrive	1
SECTION – C		
Q.4	State true or false.	5 marks
4.1	If the input is wrong, the output will be wrong.	True
4.2	Scanner is used to play loud music.	False
4.3	A folder contains only one file or one folder.	False
4.4	Computer does not follow IPO cycle.	False
4.5	Files can be in the form of music, movie, images, text, etc.	True