

**KENDRIYA VIDYALAYA SANGATHAN, VARANASI REGION**  
**SESSION ENDING EXAMINATION-2022**  
**CLASS – XI (COMPUTER SCIENCE)**  
**SAMPLE PAPER- MARKING SCHEME**

<b>SECTION A- 2 Marks</b>			
<b>Q.1</b>	(a)	d1={1:15,2:20, 3:30, 6:60, 7:70}	<b>1</b>
	(b)	One#Two#Three#Four	<b>1</b>
<b>Q.2</b>		Python Library modules which need to be imported (1) random (2) math	<b>2</b>
<b>Q.3</b>		Open source software refers to any program whose source code is freely available and open for use, study, modify and distribute without any restriction. Example of OSS: Mozila FirFox, MySQL, Java, OpenOffice etc.	<b>2</b>
<b>Q.4</b>		Netiquette combines two words network and etiquette which describes the set of rules for expected and acceptable online behavior while working on Internet and social media platform. Some common Rules of Netiquette- 1: Remember that you are interacting with Human. 2: Follow same standards of behavior online that you expect from pthers. 3: Respect other people's time and bandwidth. ... 4: Share expert knowledge 5: Respect other people's privacy (any two suitable etiquette)	<b>2</b>
<b>Q.5</b>	(a)	(a) Arnav sent an email to his friend with a message saying that "I am sorry".	<b>1</b>
	(b)	(a) He should provide all details as desired by caller.	<b>1</b>
<b>Q.6</b>		Trojan Horse is a malicious program that seem good but actually perform some malicious functions and can pass confidential data to its developer. Unlike viruses, Trojan horses do not replicate themselves but they can be destructive. For example, a program that claims to rid your computer of viruses but instead introduces viruses onto your computer, may be called Trojan Horse.	<b>2</b>
<b>Q.7</b>		(1) [1,2,3,1,2,3] (2) [1,2,3,5,6,7] <b>OR</b> (1) [10,14,22,30,34] (2) [10,20,30]	<b>2</b>
<b>SECTION B- 3 Marks</b>			
<b>Q.8</b>		Discuss the following functions of Dictionary with suitable example: (a) pop() (b) popitem() (c) items() (a) pop() : This method removes and returns the dictionary element associated to passed key. <dict>.pop(key,<value>) (b) popitem() : Removes and returns the last inserted dictionary	<b>3</b>

	<p>element &lt;dict&gt;.popitem()</p> <p>(c) This method returns all of the items in the dictionary as sequence of (key, value) tuples. &lt;listvariable&gt;=&lt;dict&gt;.items()</p>													
<b>Q.9</b>	<p>(a) Possible output may be (ii) and (iv)</p> <p>(b) Max value for START is 3 and END is 4</p> <p>(c) random() generates a float number in the range of <math>0 \leq n &lt; 1</math> whereas randint() generates integer number from given lower and upper range (both inclusive).</p>	<b>3</b>												
<b>Q.10</b>	<p>Write the differences between the following —</p> <p>(a) Copyrights and Patents</p> <table border="1" data-bbox="365 598 1307 1213"> <thead> <tr> <th>Copyright</th> <th>Patent</th> </tr> </thead> <tbody> <tr> <td>Protects the original work done by any creator for both artistic and literary.</td> <td>Proprietary rights are given to an inventor for innovation and invention.</td> </tr> <tr> <td>Others can't sell, use or perform the same work.</td> <td>Others can't trade or utilize the invention.</td> </tr> <tr> <td>No registration is required.</td> <td>Registration is required.</td> </tr> <tr> <td>Others can't copy or trade on products.</td> <td>Others can't manufacture or make use of the respective product.</td> </tr> <tr> <td>General time is for 70 years after the death of any creator.</td> <td>General time is for 20 years, but the period may vary from country to country.</td> </tr> </tbody> </table> <p>(b) Phishing and Hacking  <b>Hacking</b> is using exploits to gain access to something you do not normally have access to.  <b>Phishing</b> is masquerading as a trustworthy source in an attempt to bait a user to surrender sensitive information such as a username, password, credit card number, etc</p> <p>(c) Active and Passive footprints  Active footprint data can trail after any activity done intentionally on Internet like data given while filling application form etc.  Passive footprint data can trail after any activity done unintentionally on Internet like tracing location information and web history etc.</p> <p style="text-align: center;"><b>OR</b></p> <p>Plagiarism is the unethical and wrongful appropriation of using other's work, thoughts, ideas, or expressions representing as one's own original work. Plagiarism is not in itself a crime, but like other fraud it can be punished.  The following points can be followed to avoid plagiarism-</p> <ol style="list-style-type: none"> <li>1. Use your own idea, thought and expression.</li> <li>2. If any contents is copied and used from Internet then source of</li> </ol>	Copyright	Patent	Protects the original work done by any creator for both artistic and literary.	Proprietary rights are given to an inventor for innovation and invention.	Others can't sell, use or perform the same work.	Others can't trade or utilize the invention.	No registration is required.	Registration is required.	Others can't copy or trade on products.	Others can't manufacture or make use of the respective product.	General time is for 70 years after the death of any creator.	General time is for 20 years, but the period may vary from country to country.	<b>3</b>
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		<p>information and credit to its original author must be cited.</p> <p>3. Any quotation/expression quoted by other must be used with name of original author.</p> <p>(Any other relevant points may be considered)</p>	
		<b>SECTION C- 4 Marks</b>	
<b>Q.11</b>		<pre>L=eval(input("Enter a list of numbers : ")) print("Entered List : ",L) OL=[] n=len(L) for I in range(n):     if L[I]%2==0:         OL.append(L[I]/2)     else:         OL.append(L[I]*2) print("New List is",OL)</pre>	<b>4</b>
<b>Q.12</b>		<pre>T=eval(input("Enter a tuple of numbers : ")) print("Entered Tuple of numbers is : ",T) n=len(T) sum=0 for I in range(n):     sum=sum+T[I] print("Sum of Tuple is :",sum)</pre> <p style="text-align: center;"><b>OR</b></p> <pre>T=eval(input("Enter a tuple of numbers : ")) print("Entered Tuple of numbers is : ",T) cnt=0 for I in T:     if I%5==0:         sum=sum+I print("Total Number divisible by 5 are :",count)</pre>	<b>4</b>
<b>Q.13</b>	(a)	<p>E-Waste(Electronic waste) can be defined as discarded electronic devices like computers, electronic appliances and mobile phones etc. which are obsolete or not in use.</p> <p>E-waste may be injurious to human health, if not discarded properly. The proper recycling and disposal of e-waste includes the following-</p> <p><b>Dismantling:</b> Removal of parts containing dangerous substances (CFCs, switches, PCB) and parts containing valuable substances (cable containing copper, steel, iron, gold, silver etc.) should melted and re used.</p> <p><b>Segregation:</b> Separate storage and disposal of ferrous metal, non-ferrous metal and plastic etc.</p> <p><b>Refurbishment and reuse:</b> Refurbishment and reuse of e-waste has potential for those used in electrical and electronic equipment which can be easily refurbished to put to its original use. The working parts of a device can be re-used in other similar devices.</p>	<b>2</b>

(b)	<p>Cybercrime is any crime that uses computer and internet are used as tool or victim. Cybercriminals often commit crimes by targeting computer networks or devices.</p> <p>The following safeguards can be followed to prevent cyber-crime.</p> <ul style="list-style-type: none"> <li>• Always use anti-virus and enable firewall or security mechanism on your PC.</li> <li>• Always use strong passwords for different accounts used on Internet.</li> <li>• Customize browser privacy setting to manage history, cookies and other confidential data.</li> <li>• Never share your user ID, password and other private data with others.</li> <li>• Always know your friends on social media and avoid communication/friendship with unknown user.</li> <li>• Take measures to help protect yourself against identity theft.</li> </ul> <p>(Any other suitable points may be considered)</p>	<b>2</b>
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