



Class: X

SECONDARY SCHOOL CERTIFICATE MODEL PAPER 2026

Time Allowed: 30 minutes

SUBJECT: COMPUTER SCIENCE

Q1:

SECTION "A" (MULTIPLE CHOICE QUESTIONS)

Marks: 12

Note: Attempt **ALL** questions from section "A". Each question carries **ONE** mark.

- i. A step-by-step solution of a problem written in simple language is called:
 A. Problem solving B. Algorithm C. Flowchart D. Data structure
- ii. What does an Integrated Development Environment (IDE) help a programmer do?
 A. Edit source code B. Highlight and complete syntax
 C. Debug and compile code D. All of the above
- iii. `getch()` and `getche()` functions are found in which header file?
 A. `<cstdio.h>` B. `<conio.h>` C. `<stdlib.h>` D. `<stdio.h>`
- iv. The `break` statement is used with which structure?
 A. `if` B. `switch` C. `for` D. `while`
- v. In C++, the function `int main()` returns what type of value by default?
 A. `float` B. `int` C. `char` D. `double`
- vi. In Boolean Algebra, the rule $A + A = A$ is called the:
 A. 3rd B. 5th C. 6th D. 9th rule
- vii. Which of the following is a feature of Scratch?
 A. It's visual B. It's free forever C. No need to remember code D. All of the above
- viii. Which gate acts as an inverter?
 A. AND B. OR C. NOT D. None of the above
- ix. Which of the following is a universal logic gate?
 A. NAND B. AND C. OR D. None of the above
- x. What is the purpose of the `exit()` function in C++?
 A. To close a function B. To close a loop C. To end the program D. To exit a switch
- xi. Which of the following are allowed when naming a variable?
 A. Can include spaces B. Can be a reserved word
 C. Can contain letters, digits, and underscores D. Can be same as data type
- xii. What does traversing an array mean?
 A. Accessing the first element B. Accessing the last element
 C. Accessing any one element D. Accessing all elements

(Practical Based Assessment)

Marks: 15

Q2: Attempt **ALL** questions.

- i. A student draws an oval shape at the very beginning and the very end of their algorithm diagram. This specific flowchart symbol represents:
 A. Processing B. Start/End C. Decision Making D. Input/Output
- ii. A programmer is asked to write a program that finds the volume of a cylinder. Before typing any code, the best visual tool to trace the step-by-step logic of the mathematical solution is:
 A. An IDE B. A Flowchart C. A Compiler D. A Debugger
- iii. A student compiles their C++ code and receives an error message: *"Expected ';' before return statement"*. This practically demonstrates a:
 A. Logical error B. Runtime error C. Syntax error D. Linker error
- iv. You need to store the value of Pi (3.14159) in your program so that it cannot be accidentally modified during execution. You should practically declare it as a:
 A. Float variable B. Constant C. Integer D. String
- v. To take a single character input from a user without waiting for them to press the "Enter" key (often used for menu selections), a C++ programmer should use:
 A. `cin` B. `getch()` C. `puts()` D. `gets()`
- vi. In a game program, the player's score is stored in an integer variable `x` with an initial value of 5. If the statement `x += 3;` is executed when they collect a coin, the new score will be:
 A. 3 B. 5 C. 8 D. 15
- vii. student writes the arithmetic expression $(7 \% 2)$ to check for even/odd numbers. The practical integer output of this specific operation will be:
 A. 3.5 B. 3 C. 1 D. 0
- viii. A developer needs to print the word "Hello" on the screen exactly 50 times. The most efficient and appropriate control structure to apply here is a:
 A. `for` loop B. `switch` statement C. Nested `if-else` statement D. `continue` statement
- ix. While testing a program, a student accidentally writes a loop that continues infinitely. To forcefully break out of this loop block under a specific condition, they should insert the:
 A. `break` statement B. `switch` statement C. `default` statement D. `continue` statement

