

Total Questions : 50

Time : 1 hr.

PATTERN & MARKING SCHEME

Section	(1) Logical Reasoning	(2) Computer Science	(3) AI, Robotics and Information Technology	(4) Achievers Section
No. of Questions	10	30	5	5
Marks per Ques.	1	1	1	3

SYLLABUS

Section – 1 : Verbal and Non-Verbal Reasoning.

Section – 2 : Fundamentals of Computer (Hardware, Software, I/O Devices, Introduction to Algorithm & Flow Chart and Its Uses and General Information About Computers), Evolution of Computers, Memory & Storage Devices, Using Windows 11, MS-Word (Links, Mail Merge, Macros, Exploring Styles group), MS-PowerPoint (Working with Slides Master and Themes, Advancing slides using Hyperlink and Actions, Customizing Slide Shows), MS-Excel (Components of MS-Excel window, Editing and formatting cells in a worksheet, Introduction to Formulas, Sorting and filtering data, Macros, Features of Insert and Page layout tabs), Networking and Cyber Safety, HTML & CSS (HTML, Head, Title, Body (Attributes: Background, Bgcolor, Text, Link, Alink, Vlink), Font (Attributes: Color, Size, Face), Center, BR, HR (Attributes: Size, Width, Align, Noshade, Color)), Basic Programming in Scratch.

Section – 3 : AI, Robotics, IT gadgets, Devices, Apps, Computerization, and other Developments in the Field of IT.

Section – 4 : Higher Order Thinking Questions - Syllabus as per Sections 2 and 3.

Questions are based on Windows 11 and MS-Office 2016.

LOGICAL REASONING

1. Find the missing number which will complete the given number pattern.

16, 20, 27, 37, 50,

- (A) 60 (B) 63 (C) 66 (D) 67

2. Find the number of triangles formed in the given figure.

- (A) 12 (B) 13
(C) 14 (D) More than 14



3. In a certain code language, if MONSTER is written as 3@29#57 and LIVED is written as \$465©, then how will MILDEST be written in the same code language?

- (A) 3@\$2#57 (B) 34\$©59# (C) 3@29#5\$ (D) 3426#57

COMPUTER SCIENCE

4. Which of the following is/are the elements of GUI?

- (i) Menus (ii) Icons (iii) Windows

- (A) (i) only (B) (ii) only (C) (iii) only (D) (i), (ii) and (iii)

