Class 7ᵗʰ Subject – Computer

Chapter 8 : *QBASIC – GRAPHICS and SOUNDS*

A. Tick the correct option:
   1. (b) COLOR
   2. (a) CIRCLE
   3. (a) Graphic mode
   4. (c) Screen 2
   5. (b) SOUND

B. True or False:
   1. False
   2. False
   3. True
   4. True
   5. False

C. Match the following :

1.	SCREEN 0	Changes to text mode
2.	COLOR 4	Sets the color to red
3.	PSET command	Sets the color of the pixel.
4.	SOUND 20,5	Produces Sound
5.	LINE command	Draws a box or line.

D. Fill in the blanks:
   1. Text and Graphics
   2. 16
   3. Sound
   4. Beep and Sound
   5. PSET

E. Very Short Answer type questions:
   1. SCREEN command in QBASIC helps us to set a graphics mode of a desired resolution.
   2. The syntax for LINE and CIRCLE command are as follows:
      CIRCLE (x,y), R, C

LINE (x,y) – (x1,y1),C,b or BF

3. BF keyword is used with the line statement to draw a box filled with a color.
4. The three statements that enables us to create and play sounds in QBASIC are Beep statement, SOUND statement and PLAY statement.
5. 16 colors can be used in the background or the foreground in QBASIC.

F. Short Answer Type Questions:
1. The SCREEN command is required to switch the output mode of the screen to graphics mode, otherwise no graphics command will work. By default, the screen mode is Screen 0, which is the Text mode.
   Syntax : SCREEN [Mode Number]
2. In the QBasic graphics mode, the output screen is made up of thousands of tiny dots of light called pixels or picture elements.
   In simple words, a pixel is the smallest possible element of an image on the screen.
   The amount of pixels per unit area on the screen is called Resolution. Good resolution means more pixels.
3. **COLOR command** : To change the color of the text, the COLOUR command is used.
   Synatx : COLOR [Colour Number]
   There are different colours that are used, but for each colour, there is a **code number** called the **Colour Code**.

0 = black	4 = red	8= grey	12= light red
1 = blue	5= magenta	9=light blue	13= light magenta
2 = green	6=brown	10=light green	14=yellow
3 = cyan	7=white	11=light cyan	15=bright yellow

   Paint command: To fill a closed drawing with a specified colour. The result is similar to using the Paint tool in Paintbrush to fill acolour in a closed drawing.
   Synatx: PAINT (x,y), fill color, Border color
4. **B** – is used to draw a box, between the given co – ordinates.

BF – is used to draw a box filled with a color.

5. We can use the COLOR command to display a piece of text as 'blinking text'. To do this, all you have to do is add number 16 to color code of the text and use the resultant number (code) in the color command.