

**1. Answer the following questions.**

**i. What are the main points to be kept in mind while working in Small Basic?**

- Ans.
1. All commands must be spelled correctly.
  2. A keyword is a reserved word. Small Basic has 14 reserved words.
  3. Small Basic is not case sensitive.
  4. Small Basic ignores all spaces.

**ii. Write the two types of variables in Small Basic.**

Ans. The two types of variables are:

- Numeric
- String

The Numeric type is further classified as integer and floating.

**iii. How will you write a comment in Small Basic program?**

Ans. To write a comment statement, an apostrophe (') is used before the text.

For example,

'This is a comment statement.

**iv. What is the difference between Write Line ( ) and Write ( )?**

Write Line( )	Write ( )
The Write Line( ) moves the pointer to the next line	The Write ( ) puts the pointer on the same line

**v. What is the order of execution of an arithmetic expression if there are more than one arithmetic operators?**

Ans. The order of execution is

- i. Parentheses( )
- ii. Multiplication (\*) and Division (/)
- iii. Addition (+) and Subtraction (-)

**2. Fill in the blanks with correct answer.**

- i. **Syntax** is the way in which a particular statement should be written.
- ii. An object is the **fundamental** building block of Small Basic.
- iii. A method is an **action** that an object can perform.
- iv. **Branching** statements in a program specify an action to be taken when a condition is met.
- v. **Property** is an attribute of an object.

**3. Write True or False.**

- i. Expression combines operator and operands. **True**
- ii. Write Line ( ) after printing moves the pointer to the next line. **True**
- iii. String concatenation means to separate string from another. **False**
- iv. The Assignment operator assigns value to a variable. **True**
- v. Constant is a value that changes during program execution. **False**

**4. Choose the correct answer.**

1. The arithmetic operator not used in Small Basic is:			
a. +	b. *	c. ^	d. /
2. The output of the arithmetic expression $6 + 5 * 2$ is:			
a. 16	b. 20	c. 22	d. 18
3. The output of Math. Remainder (30,8) is :			
a. 3	b. 6	c. 5	d. 4
4. The symbol used for inserting comments in a program is :			
a. “	b. ‘	c. *	d. ^
5. The method used to read numeric value during program execution is			
a. Number ( )	b. ReadNumber ( )	c. Read ( )	d. ReadValue ( )

**5. Rearrange the jumble words.**

- |                  |                      |
|------------------|----------------------|
| i. TECOJB        | <u>OBJECT</u>        |
| ii. OREPROTA     | <u>OPERATOR</u>      |
| iii. PPORYERT    | <u>PROPERTY</u>      |
| iv. DORWYEK      | <u>KEYWORD</u>       |
| v. NOCCTANTAONIE | <u>CONCATENATION</u> |

**6. Who am I?**

<b>Assignment statement</b>	<b>Constant</b>	<b>Conditional statement</b>	<b>Expression</b>	<b>Comparison operator</b>
-----------------------------	-----------------	------------------------------	-------------------	----------------------------

**1. I am the data or value in program which cannot be changed during execution.**

Constant

**2. I am the operator used to compare the values of two expression.**

Comparison operator

**3. I am the combination of constant, variables and operators.**

Expression

**4. I assign a value to a variable.**

Assignment statement

**5. I am also called a branching statement.**

Conditional statement

**7. Match the columns.**

<b>Column A</b>		<b>Column B</b>
Method	●	●
Keyword	●	●
Property	●	●
Concatenation operator	●	●
Text Window	●	●
		Attribute
		Action
		Small Basic object
		Reserved word
		+

8. Drag and Drop:

Object	Syntax	Variable	Operator	Statement
--------	--------	----------	----------	-----------

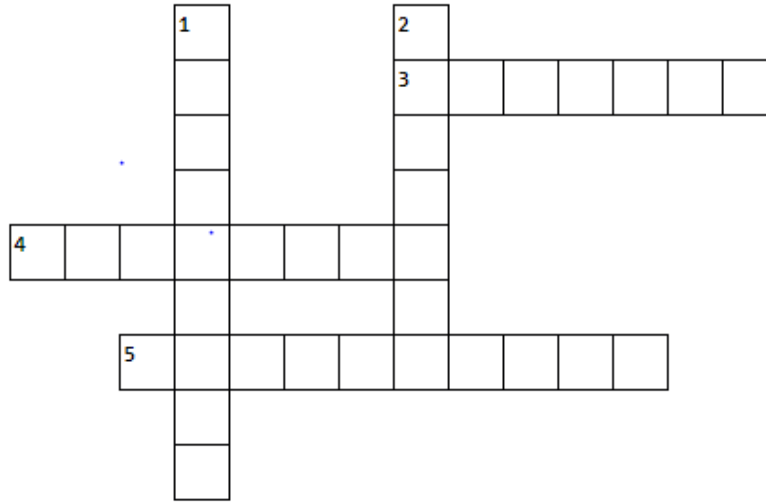
An instruction in Small Basic.	<b>Statement</b>
A named area of memory used to store a value temporarily.	<b>Variable</b>
These are symbols used to perform certain tasks.	<b>Operator</b>
It is the fundamental building block of Small Basic.	<b>Object</b>
The way in which a particular statement should be written.	<b>Syntax</b>

9. Word Search:

Comment	Numeric	Arithmetic	Executing	Microsoft
---------	---------	------------	-----------	-----------

M	Q	W	E	R	T	Y	U	I	O	A
I	W	A	L	M	H	L	K	Z	P	R
C	E	X	E	C	U	T	I	N	G	I
R	T	S	Y	B	G	K	H	X	V	T
O	Y	D	Y	V	F	J	S	C	C	H
S	U	F	N	U	M	E	R	I	C	M
O	I	G	T	C	D	H	F	V	D	E
F	C	O	M	M	E	N	T	N	F	T
T	O	H	R	A	S	G	H	M	H	I
C	P	K	E	D	A	D	B	F	J	C

**10. Crossword**



Across	Down
3. constants include the digits 0-9 with or without a decimal point.	1. symbols used to perform certain task on variables and constants.
4. it is used to represent numbers with a decimals point.	2. it is used to represent a whole number.
5. operators that are used for making decision.	

**11. Diagram**

1. Title bar
2. Toolbar
3. Run button
4. Help area
5. Editor pane



---

**12. Comprehension.**

Microsoft always makes the programming environment better and easy. Now, there is a new addition for programming learners that is called Small Basic. Small Basic is for any beginner who wants to learn to program. The new Small Basic IDE is similar to MS Paint, which makes programmers work and enjoys learning. The Small Basic screen has three main components: The Editor, the Toolbar, and the Help Panel. Brin challenged Microsoft to make a new BASIC language that would help kids learn to code, and Raji accepted that challenge. Although BASIC was crucial to Microsoft's success in the 1970s, 1980s, and 1990s, there really wasn't a great programming language suitable for beginners in 2007. So Raji wondered if he could create a smaller version of BASIC using only the simplest parts of the original language. On October 23, 2008, he released Microsoft Small Basic v0.1, the first version of Small Basic.

**1. IDE of Small Basic is similar to which software?**

Ans. The new Small Basic IDE is similar to MS Paint.

**2. When was the first version of Small basic released?**

Ans. On October 23, 2008

**3. Who challenged the Microsoft to make a new Basic Language?**

Ans. Brin challenged Microsoft to make a new BASIC language.

**4. Name the three main components of Small basic.**

Ans. The editor, the toolbar and help area

**13. Long question.**

**What are variables? Write the rules for naming a variable.**

Ans.