

INTERNATIONAL INDIAN SCHOOL BURAI DAH

Worksheet for the Academic Year 2025-26

CLASS:VI SUBJECT: Computer Science

[CHAPTERS- 1,2,3]

1. **Coding** on a machine helps to execute the algorithms of a task.
2. Computer understands only the language of **0's and 1's**.
3. The **syntax** of a language gives definite meaning to instructions.
4. **Artificial Intelligence** is the use of advanced technologies to simulate human intelligence and creativity in computer.
5. **Programming languages** are instructions that are changed into machine understandable instructions with the use of a translator program.
6. **Pseudocode** literally means like a code, but not exactly a computer code.
7. **MakeCode** is a framework by Microsoft which is similar to Scratch programming framework.
8. **Connector** in a flowchart is used to link across pages.
9. **Decision Box** in flowchart is used to take decision on the basis of condition specified.
10. The value of a **Variable** can change with time.
11. The data type **Float** can store decimal fractions in it.
12. In Boolean data type **0** corresponds to False and **1** corresponds to True.
13. **Assignment Operators** are used to assign values to a variable.
14. $x++$ means **$x=x+1$**
15. $y--$ means **$y=y-1$**
16. **String** is a data type that stores all kinds of names that exist in the programming space.
17. List two activities at which:
 - 1.Humans are better than machines
 - 2.Machines are better than Humans
18. Draw a flowchart to find whether a number entered by the user is even or odd.
(page-12)
19. Write a pseudocode to find the positive difference between two numbers.
(page-13)
20. If $x=2$ find:
 - a) $X*=5$
 - b) $X++=$
 - c) $X/=2$
 - d) $X--=$

[a) $x=2 \times 5=10$ b) $x=2+1=3$ c) $x=2/2=1$ d) $x=2-1=1$]