

Computer Science (New Book) - 9th Class Computer Science English Medium Chapter 2 Preparation

Q1. How data is represented in computer memory.

Ans 1: Digital computers store data in binary form. It means that whether it is a text, picture, movie or some application it is stored in computer's memory in the form of 0s and 1s.

Q2. What is number system.

Ans 1: A number system is the system for representation of numeric data. A number system is defined as a set of values used to represent different quantities. We all are familiar with decimal number system where each number consists of digits from 0 to 9. In a computer system other number systems are also used e.g. Binary, Hexadecimal etc.

Q3. What do you know about frame and frame rates.

Ans 1: The number of frames shown per second, measured in frames per second. Common frame rates are 24 fps and 30 fps. Higher rates result in smoother motion in videos.

Q4. What is the range of values for an unsigned 2-byte integer.

Ans 1: The range of values for an unsigned 2-byte integer is 0 to 65,535.

Q5. What do you mean by conversion of number system.

Ans 1: A process to convert one number system to another number system is called conversion of number system. For example, converting a decimal number to binary number.

Q6. What is number system.

Ans 1: A number system is the system for representation of numeric data. A number system is defined as a set of values used to represent different quantities. We all are familiar with decimal number system where each number consists of digits from 0 to 9. In a computer system other number systems are also used. e.g. Binary, Hexadecimal etc.

Q7. Define JPET

Ans 1: JPEG: Common format for photos. It compresses the image to save space but might lose some quality.

Q8. Define MP3

Ans 1: MP3: A common format that compresses audio to save space but may lose some quality.

Q9. Differentiate between signed and unsigned integer.

Ans 1: The major distinction between signed and unsigned integers is their capacity to represent both positive and negative numbers. Here's a clear contrast between the two.

Signed Integer: Can represent both positive and negative numbers, including zero.

An unsigned integer can only represent non-negative values.

Q10. Define GIF

Ans 1: Used for simple animations and images with few colors.
