



**A) Fill in the Blank:-**

1)The \_\_\_\_\_ is the central region of the Audacity. 2)The \_\_\_\_\_ is present at the left end of a track in the Audacity interface.3) \_\_\_\_\_ to specify the start time of the selection from which point forward you want to modify.4) \_\_\_\_\_ to specify the end time till which point you want to modify. 5) \_\_\_\_\_ are group of icons.6) The Envelope tool is present in the \_\_\_\_\_ toolbar.7) In Audacity, the Play option is present in the \_\_\_\_\_ menu. 8) To record a narration, click the red \_\_\_\_\_ button to start recording. 9) The first task in preparing the narration is to \_\_\_\_\_ the script. 10) Click the \_\_\_\_\_ button to stop recording. 11) \_\_\_\_\_ is an instance of a class.12) \_\_\_\_\_ is the process of enclosing the data and function in the same place.13) \_\_\_\_\_ is the process of creating a new class based on an existing class.14) \_\_\_\_\_ key is used to save the program.15) \_\_\_\_\_ is used to clear the output screen .16) \_\_\_\_\_ options used to compile a program.17) A \_\_\_\_\_ operator compares two or more expressions.18) A \_\_\_\_\_ specifies the type of data that is stored in the variable.20) The statements included under \_\_\_\_\_ are executed if the value of expression is true.21) The relational operators determines \_\_\_\_\_ that one number has with the other number.22) If there is single line of code to be executed, we can omit \_\_\_\_\_ braces.23) The \_\_\_\_\_ operator returns the opposite value of evaluating its expression.24) The statements included under \_\_\_\_\_ are executed if the value of expression in the 'if' block is false.25) It is necessary to initialize the variable before starting the \_\_\_\_\_.26) A semicolon is not used with the \_\_\_\_\_.27) We do not need to initialize the variable in the \_\_\_\_\_ loop.28) The \_\_\_\_\_ part initializes the variable to a starting value.29) It is necessary to place \_\_\_\_\_ between the different parts of a 'for loop' statement.30)Alt+\_\_\_\_\_ key is used in C++ to compile a program.

**B)State True or False :-**

1)The Extension name of an Audacity file is .aup. \_\_\_\_\_ 2) The track table is the central region of an Audacity interface. \_\_\_\_\_ 3) Audacity is a Sound and Video editing software. \_\_\_\_\_ 4) We can Edit only one Audio at a time in Audacity. \_\_\_\_\_ 5) We can remove a part of audio by Audacity.\_\_\_\_\_. 6) Before recording a narration, ensure that the Scanner & Printer are plugged in. \_\_\_\_\_ 7) The recorded narration can be exported as a WAV, AIFF or MP3 file. \_\_\_\_\_ 9)The first requirement in the process of mixing a narration with the background music is Exporting the narration. \_\_\_\_\_ 10) In the Track table of the Audacity interface, a narration appears as Green waves. \_\_\_\_\_ 11) In Audacity, the Play option is present in the Edit menu. \_\_\_\_\_ 12) A C++ program begins with a header file called pre-definer. \_\_\_\_\_ 13) A Turbo C++ editor is an Interpreter.\_\_\_\_\_ 14) The main function is the main structure of C++ program.\_\_\_\_\_ 15) '\n' is a new line character which is used to insert a new line. \_\_\_\_\_ 16) Assignment operator assigns a value to a variable. \_\_\_\_\_ 17) '\*' operator in C++ is used for division \_\_\_\_\_ 18) C++ is a case sensitive language. \_\_\_\_\_ 19) != operator is used to denote 'equal to' operation. \_\_\_\_\_ 20) do while loop is used to execute the statement at least once. \_\_\_\_\_ 21) 5 types of loops are available in C++ programming language. \_\_\_\_\_ 22) 'continue' statement is used to end the loop. \_\_\_\_\_ 23) Loops cannot be used to implement repetition. \_\_\_\_\_ 24) It is necessary to initialize the variable before starting the 'while' loop. \_\_\_\_\_ 25) '%' operator in C++ is used for division. \_\_\_\_\_.

**C)Correct the Underline Errors :-**

1)Step to export an audio file—Edit→Export. 2) Step to import an audio file—Transport→Import. 3) Steps to remove the selected section of an Audio—Track→Remove Audio or Levels→Delete. 4) Steps to create a new audio track—Transport→Add New→Audio Track.5) Steps to select desired section from an audio—File→Copy.6) The step to open the background music file-Edit→Import→Audio7)In the Track table of the Audacity interface, a narration appears as Red waves.\_8)The step to export a recorded narration is-File→Send.9)Option to add a new track in the track table is-Track→Record.10)The steps to change the pitch of a selected portion-Generate→ Change Pitch. 11)%operator is used for division.12)&& is an arithmetic operator 13)= is an relational operator 14)) >= is a logicaloperator 15)|| is a relational operator.16)Do while loop is also called pre tested loop. 17) While loops are also known as post tested loop. 18) The three parameters in the while loop are init, condition and increment/decrement. 19)i=i+2is similar to the increment operator i++. 20) The break statement is used to begin the loop.

**D) Answer the following Questions in one word/sentence:-**

1) Which Tool option is used to bring audio file from any location to Audacity Software? 2) When we open audacity file which dialog box comes for first time? 3) Play button is present in which tool? 4) Which tool is used to convert a file to another format? 5) Which format is used to store sound in files? 6) Which tool is used to control the volume level of tracks in Audacity? 7) In Audacity, in which menu Remove Audio or Labels option present? 8) In Audacity, in which menu the Import option present? 9) In Audacity, in which menu the Skip to Start option present? 10) In Audacity, which menu holds the Export option? 11) In which programming language an application system is considered as collection of object? 12) Which process provides only significant information to the outside members and hiding the background details? 13) When the same function displays different behavior in different instances, then what it is called? 14) What the program is known as when A Program is used to link the components of a compiled program with one another? 15) What a named storage location in memory is known as? 16) Which type of data, a "bool" data type is used to store? 17) Name the operator which is used to perform mathematical calculation? 18) Which function is used to clear the output window? 19) Which Conditional Constructs, allows a program to choose one of the two paths of execution? 20) When do we use Logical AND(&&) operator? 21) Which Conditional Constructs is applied when multiple conditional statements are to be used? 22) When we use 'if' statement within the 'if' statement, what the statement is known as? 23) What the control structures known as, which are used to carry out repetition? 24) Which statement is used to end the loop? 25) Which Loop checks a condition at the end of the loop? 26) Which Loop is used to execute the statement a 'specific number of times'? 27) By using an increment operator, how much value of a variable gets incremented?

**E) Find out errors in following programs:-**

```
1) #include<iostream.h>
#include<conio.h>
void main()
{
    int num=24;
    cout<<"Number = ">>num;
    getch();
}

2) #include<iostream.h>
#include<conio.h>
void main();
{
    clrscr();
    int a ,b;
    cout<<"Enter the value of a";
    cin>>a;
    cout<<"Enter the value of b";
    cin<<b;
    if(a>b);
    {
        cout<<"value of b is more than a";
    }
    else if
    {
        cout<<"value of a is more than b";
    }
    getch()
}

3) #include<iostream.h>
#include<conio.h>
void main()
{
    int a
```

```
cout<<"Enter the value of a ";
cin<<a;
if(a%2=0)
{
cout<<a<<"is even number";
}
else
{
cout<<a<<"is odd number";
}
getch();
}
```

```
4)#include<iostream.h>
#include<stdio.h>
void main();
[
clrscr();
int a;
cout<<"Enter the value of a";
cin>>a;
if(a>=1)
{
cout<<"a is a positive number";
}
else (a<0)
{
cout<<"a is a negative number";
}
else
{
cout<<"a is zero";
}
getch()
)
```

```
5)#include<iostream.h>
#include<conio.h>
void main()
{
clrscr();
int i=1, num=3, res;
while(i<=10)
{
res= i*no;
cout<<result<<endl;
i++;
}
getch();
}
```

```
6)#include<iostream.h>
#include<conio.h>
void main()
{
```

```

clrscr();
int i=1; num=3; res,
do;
{
res= i*num;
cout<<res<<endl;
i++;
}
while(i<=10)
getch();
}

```

```

7)#include<iostream.h>
#include<conio.h>
void main()
{
clrscr();
int num=3,i,result;
for(i=1;i<=10;i++);
{
b=i*num;
cout<<a<<"*"<<i<<"="<<result<<endl;
}
getch();
}

```

**F. Predict the output of the following programmes:-**

1) #include<iostream.h>  
#include<canio.h>  
void main();  
{  
clrscr();  
inta,b,c;  
cout<<"Enter any three numbers:";  
cin>>a>>b>>c;  
if((a>b)&(a>c))  
{  
a=a\*b\*c;  
cout<<"New value of a is:"<<a;  
}  
else if(b>c)  
{  
b=a+b+c;  
cout<<"New value of b is:"<<b;  
}  
else  
{  
c=(a+b)/c;  
cout<<"New value of c is:"<<c;  
}  
getch();  
}

Note: If value of a,b,c are respectively-5,2,7 then predict the output

```

2) #include<iostream.h>
#include<conio.h>
void main();
{
clrscr();
inta,b;
cout<<"Enter any two numbers:";
cin>>a>>b;
if(a>b)
{
a=(a*2)/5;
cout<<"New value of a is:"<<a;
}
else
{
b=(a+5)/3;
cout<<"New value of b is:"<<b;
}
getch();
} Note:- Assume the value of a=5 and b=10.

```

**G. Answer the following Questions:-**

1)What is Audacity?2) What is Sound Editing?3)Write notes on Import Audio option?4)Write the steps to Import Audio file in Audacity?4)What is Track Table? 5)What isTrack Control Panel? 6)Write the steps to save a project in Audacity?

7)What is Tool Bar? 8)Write the steps to select a section of an audio? 9)What is Selection Toolbar?10)How to cut a portion from a selected track and paste it into another track?11)Write down the steps to export an audio file? 12)What is Edit Meta Data?13)Write down the steps to record an Audio file in Audacity?14)What is Transport Toolbar?15) write down the steps to change the pitch of a recorded audio file?16)What is the use of Change Pitch Effect Tool?

17)Writedown the Steps to impose a background music on a recorded voice?18)Write notes on-a)Envelop Tool, b) Mixing.19)When do we use the Change Pitch option? 20)What change does the Envelop Tool make in a sound track?21)What is OOPS?22)What are the features of OOPS, define them 'or' write notes on -I)CLASS II)OBJECT III)DATA ABSTRACTION IV)ENCAPSULATION V)INHERITANCE VI)POLYMORPHISM. 23)Write notes on-a)Editor b)Compiler c)Linking Program d)Debuggers. 24)What is comment? 25) What is Integrated Development Environment? 26)What is insertion operator? 27)What is cin? 28)What is cout? 29)What is new line character?30)What is the purpose of including the header files in a program? 31)Define variable?32) What is Data Type? 33)Why C++ is known as case sensitive language?34)Define various data types in C++? 35)What is operator?

36)Define various types of operator 'or' Write notes on-a) Arithmetic operator b)Relational operator. c)Logical operator.37)Write the syntax of if-else construct.38) Write the syntax of 'if-else if' construct . 39) Differentiate between the if-else and if-else if statements.40)Define Loops.41) What are the different types of loops 'or' define each types of loops. 42)Write the Syntax of 'while', 'do while' 'for' loop. 43)Discuss the advantage of using loops. 44)Differentiate between the 'wile Loop' and the 'do while' loop.

**Syllabus of Mid term-** 1)Playing and Editing Audio. 2)Working with Narrations 3)Beginning with C++ 4)Storing and Using Data 5)Using Conditional Constructs 6) Programming Using Loops.