



2018 III 08

1000

Seat No. :

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Time : 2 Hours

**COMPUTER SOFTWARE APPLICATIONS  
(New Pattern)**

**Subject Code**

V	3	1	6
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Total No. of Questions : 5

(Printed Pages : 2)

Maximum Marks : 50

- INSTRUCTIONS:** i) Answer **each** question on a **fresh** page.  
ii) Write question number and sub-question numbers **clearly**.  
iii) Give illustrations **wherever** necessary.

1. Answer the following with reference to CorelDraw :

- A) Fill in the blank : [1]  
A button that opens a group of related tools or menu items is \_\_\_\_\_
- B) State any two differences each between group and combine commands. [2]
- C) What is nudging, micro-nudge and super-nudge ? [3]
- D) What is a fountain fill and explain different types of fountain fills ? [4]

OR

- D) What is a curve object ? How will you add, remove and join nodes on a curved object ? [4]

2. Answer the following with reference to CorelDraw :

- A) Fill in the blanks : [1]  
A feature that lets you give objects a three-dimensional look by creating the illusion of depth is \_\_\_\_\_
- B) What are drop shadows ? [2]
- C) Describe the various types of distortion effects. [3]
- D) Draw the "Distribute" tab of Align and Distribute dialog box. [4]

OR

- D) Draw the "Align" tab of Align and Distribute dialog box. [4]



3. Answer the following with reference to PhotoShop :
- A) What is Adobe Bridge ? [1]
  - B) What are the five key decisions involved in creating a new image ? [2]
  - C) Write the use of Move, Lasso, Magic wand. [3]
  - D) What is a digital camera ? What are various types of digital cameras ? [4]
- OR
- D) Explain the Hand, Magnify, color picker and quick mask mode tools. [4]
4. A) Answer the following with reference to PhotoShop :
- i) Describe two ways you can exit from type editing mode. [2]
  - ii) Describe how to add to, remove from and move a selection. [3]
- B) Answer the following with reference to Flash :
- i) Mention two ways you can create a symbol. [2]
  - ii) Name and write the use of three selection tools in flash. [3]
5. Answer the following with reference to Flash :
- A) What are Frames and keyframes ? [2]
  - B) Write one line each about three ways of incorporating video in flash. [3]
  - C) What is a movie clip ? [2]
  - D) What is tweening ? Explain the two types of tweening. [3]
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