

COMPUTER SOFTWARE

1. (a). (i). Define the term **computer software**.
(ii). State the **two** major categories of computer software.
- (b). Distinguish between **system** and **applications** software.
- (c). State the **three** major divisions of computer system software.
2. (a). (i). What are **operating systems**?
(ii). Give **five** functions of operating system software.
- (b). Outline **six** factors you would consider before buying an operating system program for your computer.
- (c). Explain any **four** types of operating systems by classification.
3. (a). (i). What are **user interfaces**?
Give **three** forms of user interfaces available for use.
(ii).
(b). (i). Give **five** facilities that are available in a graphical user interface that helps a user to perform tasks.
State **four** advantages and **two** disadvantages of a graphical user interface.
(ii).
interface.

(c).

(i).

What is a **line - user interface**?

State **three** advantages and **two** disadvantages of a

(ii). line - user interface.

4. (a). Describe the following facilities as used in relation to user interfaces:

(i). *Dialogue box.*

(ii). *Menu.*

(iii). *Drop lists.*

(iv). *Radio buttons.*

(v). *Check box.*

(vi). *Icon.*

5. (a). (i). What are **utility programs**?

(ii). Describe any **ten** utility programs commonly used.

(b). State any **five** utility programs that can be used in file management.

(c) (i). Give **six** uses of an anti-virus program.

(ii). List **five** examples of anti-virus programs commonly used.

(c). Give **four** advantages of backing - up data in a computer laboratory.

6. (a). What are computer **programming languages**?

(b). State the **two** categories of programming languages.

(c). (i). State **three** advantages and two disadvantages of using a high level programming language.

(ii). List **four** examples of high level programming languages.

7. (a). (i). What is a **language translator**?
(ii). State **three** examples of program translators.

(b). Define the following terms as used in programming:

(i). *Bug*.

(ii). *Source - code*.

(iii). *Compiler*.

(iv). *Machine code*. (v).

Interpreter.

(c). Explain **eight** characteristics of a good programming language.

8. (a). (i). Define an **application program**?

(ii).

State **five** factors you will consider before buying an application program.

you before application

(b). (i). What is a **freeware program**?

(ii). State **three** advantages and **two** disadvantages of using a freeware program.

(c). Explain the following terms as used in relation to computer programs:

(i). **Shareware**.

(ii). **Open - source program**.

9. (a). (i). What is a **software suite**?

(ii). Give **four** advantages and **two** disadvantages of using a software suite. (iii). List **three** examples of software suite programs.

(b).
(i). Give the difference between custom - made and off - the - shelf software.

(ii). State **three** advantages and **two** disadvantages of using custom made over off - the - shelf programs.

(c). Explain **six** categories of application programs available for use.

10.(a). Describe **four** ways of obtaining computer software programs for use while at home.

(b). List **three** causes of software failure in an organisation.

(c). State four system requirements generally needed when installing a computer program.