

COMPUTER STUDIES

Paper 2

(PRACTICAL)

(Reading Time: 15 minutes)

(Planning Session: one hour)


(Examination Session: two hours)

(Maximum Marks: 100)

(Candidates are allowed additional 15 minutes for only reading the paper.

They must NOT start writing during this time)

INSTRUCTIONS

- This paper consists of TWO sections: section A and section B. Section A is purely on HTML. Section B covers both HTML and JavaScript.
- Section A is compulsory. Section B contains **TWO** questions from which you are required to attempt **only ONE of them**.
- All your work should be saved in a folder named with your actual index number on the Desktop. For example,  012070990123 this folder is named with index number 012070990123. Your name or school name **CANNOT** be used as folder name or file names.
- Students are allowed to use **ONLY Notepad** for this practical. Use of any other HTML editors will result in cancellation of your work.
- The intended marks for questions or parts of questions are given in brackets [].

SECTION A [50 marks]
(Compulsory)

Question 1

[50]

Design two web pages (index.html and about_me.html), similar to the screen shots shown below. You can modify these pages to make attractive. However, all the features (images, marquee, tables, links, buttons, form, etc) are to be included in the respective pages.

Screen shots

1. index.html



Welcome to my web page
Kuzuzangpo

Welcome to my page. I hope you are enjoying. If you are interested to register to this web site, please click [here](#).

[More about me.](#)

About me



Hyperlinked to about_me.html

Register



Hyperlinked to register.html

Play Simple Game



Hyperlinked to game.html

[\[About me\]](#) [\[Register\]](#) [\[Game\]](#)

2. about_me.html



About Me



Name	Dorji Thinley
Gender	Male
DoB	3/12/1984
Email	dthinley@hotmail.com
Phone	1711111
Hobby	Games

Linked to game.html

[Register?](#)

Linked to register.html

Do you like my web page?

Yes No

Form

Please write comments

[\[Home\]](#) [\[About me\]](#) [\[Register\]](#) [\[Game\]](#)

SECTION B [50 marks]
(Answer only one of the questions)

Question 2

[50]

Design register.html, similar to the screen shot shown below. The page should include :

- (i) the rollover images (about_me.jpg and game.jpg). The image “about_me.jpg” should change to game.jpg when the mouse is brought over it and back to about_me.jpg when the mouse is taken away (see fig 1 & 2);
- (ii) form and JavaScript to check if the name, email and the phone number fields are empty and also if the phone number is non numbers, when the form is submitted by a user and return valid message using alert box (see fig 3). If these fields are not empty and also if the phone number is a number, then display the name, email, and phone number using document object (see fig 4).

Fig 1

Register

Name

Email

Phone

[\[Back\]](#)

[\[Home\]](#) [\[About me\]](#) [\[Register\]](#) [\[Game\]](#)




Fig 2

Register

Name

Email

Phone

[\[Back\]](#)

[\[Home\]](#) [\[About me\]](#) [\[Register\]](#) [\[Game\]](#)




Fig 3

Register


Name

Email

Phone

[\[Back\]](#)

[\[Home\]](#) [\[About me\]](#) [\[Register\]](#) [\[Game\]](#)






Fig 4

Your name is Dorji, email address is dorji@hotmail.com , phone number is 17111111
 Thank you for registering

Question 3

Design game.html, similar to the screen shot shown below. The page contains three JavaScript programs for the following purposes:

- (i) Sorting : ask for five names of animals from a user, sort the names in alphabetical order and display the sorted names using document object;
- (ii) Driving game: ask for age from a user and display the following messages;

User input (age)	Message
0-16 (including 16)	You should be in the schools, not driving
16-65 (greater than 16, including 65)	You can drive. If you don't have license, you can apply for one
65 -120 (greater than 65, including 120)	You are too old to drive
Other than above age	Invalid age

- (iii) Find Mean: ask for five numbers from a user, calculate mean and display the result using alert box.

