Networking

1. Full form of DHCP is Dynamic Host Control Protocol (According to text book)
2. Red colour is not present in UTP Cables
3. DHCP is the technology which gives temepeory IP Address when the system comes to network.
4. Graphics card is an add on card which is not needed to do network
5. RJ45 Jack is suitable for pluck in 30 cable into the system
6. There are 8 pins in RJ 45 jack
7. Take the information by right clicking on the Network Monitor Applet in the pannel to change the IT Address of computer in network
8. HUB/Switch/Router is necessary to connect more than two computers
9. We can take print only after sharing the printer in network
10. Swathi tried to give the netmask number 255.255.255.0 and it is correct.
11. The network in Suma's laptop which do not have cables is wireless network.
12. The ends of UTP cable is connected to the system and hub is by using RJ45 jack
13. Website is the address of sever
14. SSH is used as the service type while sharing data in the network
15. 255.255.255.0 is the value of Netmask while doing network
16. DHCP is the type technology which gives Automatic IP address to computers
17. 192.168.1.1 is the gateway of BSNL
18. Crimping tool is the device used to fix UTP cable in jack
19. The full form of TCP is   Transfer Control Protocol (According to textbook)
20. We can take Remote Desktop by system –Preferences – Remote Desktop
21. IPV4 is the method used in IP Addresses
22. SSH is the protocol for sharing files through network
23. We can connected computers through network using the wireless medium Wi-Fi
24. We should click on IP4 settings for taking Manual Method in edit connections for correcting IP Address
25. The general policy that we should practice in network is protocol

   2 Questions (Qns with more than one choice)

26. The third digit in the IP Address denotes network and forth digit denotes system
27. We can share data/associated equipments when we network our system.
28. UTP cable has eight colours including Orange , Blue. It do not contain yellow and black colour
29. UTP cable has four pairs of wires. We use RJ45 jack to connect these.
30. Hub , NIC (Network Interface Card) are instruments connected to networking
31. In order to share informations through network, we have to do the following   Application ---internet – Remote Desktop viewer , Places – connect to server
32. In order to see a saved file in server through another computer we have to do the following
    application – internet – Remote Desktop Viewer

   Preparing Notes (Type 3 Questions)

33. RJ45 adapter Jacks are used for networking. UTP cables has four pairs of wires. We use HUB to connect computers. There must be Ethernet inside computers for networking.
34. Networking is the technology for connecting computers. We use networking for sharing associated equipments. Data transfer is possible through networking. Networking help us to get internet facility in all computers.
35. Click on Edit Connections in Network monitor to set permanent IP Address. Then select connections in Wired tab and click on Edit. Then add manual in method in IVp4 settings tab. Give Address – Netmask – gateway – DSN server and then apply.
36. The following details related to IP Address are correct IP means Internet Protocol. Now we are using IP4, IP6 . 192.168.1.10 is an example of IP V4 .
37. In order to see the the desktop of another system included in our network, make the following changes in your system.   System –preferences –remote desktop – allow other users to view your desktop. Click on it then close
   connect Places – internet – remote desktop viewer – . Change Protocol to VNC . Give IP Address in Host
38. Note of IP Address
   Different computers in network identify each other using IP Address. More than one system must not have the same IP Address. The last digit in the IP Address denote the computer system. Computer can create it's own IP Address using DHCP

Hardware

39. If we use the following command in terminal, we can see the hardware details of the system as an HTML file. We can open that file in Mozilla firefox web browser. We can see the created file in home folder
    sudo lshw -html > hardwareprofile.html
40. We must be able to identify hard disk by seeing it's picture.
41. The normal voltage of micro processor is 1.3 V DC -1.5 V Dc
42. Each operating system format the hard disk according to their needs and it is known as file system.
43. The equipment which uses TRS plug (Tip Rig Sleeve) is speaker.
44. Identify the network interface card using the text book.
45. PS2 connector is used for mouse , Keyboard . Identify it using the picture in text book.
46. Data is stored temperorily in Linux Opereating system in Swap.
47. Mouse was connected to computer in early days using serial connector. Try to identify serial conenctor using text book.
48. SMPS has a pin with wires of different colours. It is connected with mother board.
49. VGA cable/VGA port can be connected to projector.
50. The programs in hard disc is transferred to RAM while the system boots.
51. The data in computers is stored permanantly in hard disc.
52. Slots are used to fix the memory in hard disc.
53. Full form of VGA is Visual Graphic Array.
54. Identify the wireless network card using the picture given in your text book.
55. Disk Utility is the program used to create partition in pen drive. It can be opened in the order System administration Disk Utility .

56. Bios is the program for booting
57. VGA port connects from monitor to system. Identify the VGA Port from the picture given in your text book.
58. Network Monitor Applet the upward/downward arrow in the top panel in desktop. Identify it.
59. IDA , SATA are terms associated with   Hard Disk
60. System info is opened by the order   APPLICATION – SYSTEM TOOLS -sysinfo. System info is used to know the details of Hardware equipments.
61. Port is the place in which key board is connected to the system.
62. When we install Ubuntu, we can see the map of different countries. We click on culcutta in India for selecting Time Zone.
63. Input, Output, Equipments, Storage equipments are connected to system using ports.
64. RAM is working with the help of electricity. RAM helps to transfer data from Hard disc to processor speedily. We can take the data in RAM very speedily. RAM is temporary memory.
65. Hz (or cycles per second)is the unit to measure clock rate. Modern processors run in the megahertz or gigahertz range.
66. Bios is the first thing which starts working when the computer gets electricity.
67. Inscript key board is used for typing Indian Languages.
68. When we run sysinfo we saw model name : Pentium Duel Core. This information is connected with processor.
69. **A Note on Bios (Basic Input Output System).** POST I.e Power On Self Test is done with thelp of BIOS. Booting is done with the help of BIOS. The operating system for booting obeys the instructions with the help of BIOS. BIOS give the instructions for working of Mouse and Keyboard.
70. **A Note on SMPS** : Switch-Mode Power Supply is the full form of SMPS. Its converts the Voltage into computer acceptable range of power. Typically it has the capacity to work on 110V and also 220V.SMPS is the power house of computer. DC current is coming out of SMPS. Different kinds of cables are there is in SMPS. There is no SMPS facility in laptops. Instead of SMPS laptops use rechargeable batteries.
71. **A Note on Mother Board:** Mother Board is an IC board which contain different circuits which connects internal equipments in an electronic device. Processor is an important part of Mother Board. Internet cable is fixed in Ethernet port in Mother Board. Mother Board must contain hard disc, CMOS Battery, SMPS, Processor.

ANIMATION

72. Thomas Alva Edison is the inventor of Animation Technology. The image of a picture will remain in our eyes for sometime even after the picture is removed. This is called persistence of vision.   This persistence of Vision is the scientific base of Animation Technology. Tupi-2D magic , Ktoon , Pencil etc are famous animation softwares. Blender is another animation software. This is a 3D Animation Software. The famous cartoon film Big Buck Bunny was created with Blender .
73. We can copy the images created in GIMP and Inkscape to the animation software Tupi 2D Magic . We can draw the pictures for Tupi in inkscape. Later we can transfer it to Tupi canvass.

In the order insert-bitmap, we can add a file created in GIMP to Tupi. We can also add a file in .png, .jpg format also in this way. By using file-export project we can change into a video file in Tupi. The extention of Tupi is .tup (eg:life.tup). In order to play the video file made in   Tupi we have to store it in .avi format. In order to add .svg file in Tupi, we have to do it in the order Insert- .svg

74. Understand the logo while Tupi software starts. Tupi 2D Magic software is used to create animations.
75. We have to adjust FPS while we create animation in a software. FPS means Frames Per Second. I.e Number of Frames working in a second. Suppose a student created an animation in 80 frames. If we make FPS as 16, we can see the image for 5 seconds. If we make FPS 20, we can see the image for 4 seconds.
76. There must a Pr-requisite for creating animations. For this we have to create the story board of each shot.
77. In order to move the images, we have to put the image in frames mode. In order to create an animation using the image of a road and a beggar, we have to make the image of road a permanent one and move the image of the beggar. For this we have to include the image of road in background mode and image of beggar in frames mode.
78. In order to move an animation film in Tupi, we have to do the following steps. Click on the player menu and then click on the play button in the window that appears.
79. While we draw pictures in Tupi using pencil tool, we have to adjust the size of the pencil. For this we have to take pen properties.
80. There is a technique called Onion Skin in Tupi. When we create an image in Tupi 2D magic it helps us to see the frames in the previous and coming frames. We can adjust the number of frames to bee seen the the previous and coming frames. With the help of onion skin, we can get an idea on which change we must make in the present frame.
81. In Tupi, we can find two kinds of canvass. frames mode , background mode.
82. In order to create a silent move, mainly two softwares are used i.e Tupi , Open shot Video Editor
83. Tupi 2D magic is an animation software. The size of its canvass is   520 × 380 pixel.
84. We can create an animation film using the softwares Tupi , Openshot Video Editor , Audacity
85. A short note on Story Board
        If the Story Board is prepared well, it will make our animation creation an easy one. We can understand the content of each frame with the help of story board. We have to include the background of the story and the changes of sound in the story board.
86. A short Note on Tupi 2D Magic
   Tupi 2D Magic is an animation software. We gave give animation(movements) to the pictures drawn by us. We can change our pictures to a video file.
87. A short note on animation imates.
       Tupi , Ktoon , Synfigstudio, Pencil etc are major animation soft wares in linux. Cartoon works on the basis of persistence of vision. Thomas Alva Edison is the inventor of Cartoon Technology. The fast and continuous movements of 2D and 3D images creates the mood of movement (even if it is not happening).
88. Onion Skinning
   Onion Skinning is a technology used in animation. It shows more than one frame together, so that we will get

an idea on how much has to be done in each frame. By adjusting the number in box, we can arrange the number of frames.

Creation of Webpages

89. We can create webpages by writing html programs in Text editor (gedit) and by using

90. In order to include a video(eg:dance.flv) in a webpage, we have to use the following code <embed src="Dance.flv">

91.