FBISE PRACTICAL BASED ASSESMENT (PBA)

COMPUTER SCIENCE SSC-II

(Curriculum 2009)

Guidelines/instructions for teachers/paper setters:

i. There will be two sections in PBA paper. In Section A there will be two questions having parts in it. Similarly, in Section B there will be one question having parts in it.

ii. In Section-A, Question No. 1 and 2 will be based on C Language practicals taken from Part-I.

iii. In Section-B, Question No. 3 will be based on HTML practicals taken from Part-II.

iv. Weightage of Part-I practicals is 60% and while weightage of Part-II is 40% in the PBA paper.

v. In Practical Based Assessment (PBA), there will be no marks for practical notebooks and viva voce. However, students may record practical activities on any type of plain papers/ worksheets /practical folder for their future memory of all aspects of practical performance to attempt the PBA Examination amicably.

vi. It may be noted that performance of all the prescribed practical activities is mandatory in the Computer Lab during the whole academic year and only those students will be able to attempt the PBA who will have performed the practical activities in the Computer Lab as per requirement of each practical.

vii. MCQs will not be asked in PBA paper.

viii. The 0.5 mark questions will not be asked in any section of PBA paper.

List of Practical activities: Computer Science SSC-II
Based on Curriculum 2009

Part I	
	C Language 1. Installation of C Compiler 2. Familiarization with IDE of C Compiler 3. Write some programs using printf(), scanf(), format specifier, escape sequences, getch() 4. Write programs like: • Solving arithmetic problems to calculate average, percentage, and grades etc • Calculating area, volumes, parameters of some geometric shapes • Comparing numbers • Solving quadratic Equation • Finding factorial of given numbers • Finding Table of a given number • Generating / Summing of simple series (even/odd)
Part II	
	HTML Create a webpage / website involving: • Lists • Images and backgrounds • Hyperlinks • Tables

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Model Questions Paper Computer Science SSC-II
Practical Based Assessment (PBA) (2025)

Total Marks: 20 **Time: 45 minutes**

Roll Number						
0	0	0	0	0	0	0
1	1	1	1	1	1	1
2	2	2	2	2	2	2
3	3	3	3	3	3	3
4	4	4	4	4	4	4
5	5	5	5	5	5	5
6	6	6	6	6	6	6
7	7	7	7	7	7	7
8	8	8	8	8	8	8
9	9	9	9	9	9	9

Name of Examination: _____

Centre Code: _____

Date: _____

Sig. of Dy. Supdt. _____

Instructions for students:

1. Fill all the entries including roll number.
2. Carefully read all the questions and then answer them at their specified spaces.
3. Use black or blue ball point.
4. No additional material or calculator is required.
5. Marks are mentioned against all questions in the brackets [ ].
6. Students may use the last page for rough work (if required).

Section A (12 marks)

Question No. 1 **[Marks:06]**

i. Rearrange the lines in the correct order, such that the program should display the factorial of a number entered by user. [2 marks]

{
printf("factorial = %d", f);
printf("enter a number: ");
for(i = 1; i <= n; i++)
f = f * i;
void main(void)
scanf("%d", &n);
int n, i, f = 1;
#include<stdio.h>
}	

ii. Convert the above for loop to a **while** loop such that the output remains same. [3 marks]

iii. Write down the output of the above program segment when n= 5. [1 mark]

Question No. 2 **[Marks:06]**

Write a C program to implement a simple arithmetic calculator. The calculator should be able to perform the following operations:

- Addition (+)
- Subtraction (-)
- Multiplication (*)

Requirements:

i. Input: [2 marks]
   - The program should prompt the user to enter two numbers (floating-point numbers).
   - The program should then ask the user to select an operation (addition, subtraction, multiplication).

ii. Processing: [3 marks]
   - Based on the user's choice, the program should perform the selected arithmetic operation on the two input numbers.

iii. Output: [1 mark]
   - The program should display the result of the operation.

Required output:

```
Enter first number: 10.5
Enter second number: 2.0
Select operation (+, -, *): *
Result: 21.0
```

Section B

Question No. 3 **[Marks:8]**

i. Correct the following HTML code by removing errors: [3 marks]

<html> <head> <title>Student Information </head> <body> Students Data <!-- Ordered List --> Names of Students - Ali < >Amna - Hamza <!-- Unordered List --> Extra curricular Activities - Sports - Debate - Science Exhibition </body> < html>	Corrected HTML Code:

ii. Write down the **tag** to change the background color of the entire page. [1 mark]

iii. Write down the output of the above HTML code after correcting the code: [4 marks]