

DIGITAL FOOTPRINT

A digital footprint – refers to the trail of data you leave while using the internet. It includes websites you visit, emails you send, and information you submit online. A digital footprint can be used to track a person's online activities and devices.

Internet users create their digital footprint either actively or passively. A passive footprint is made when information is collected from the user without the person knowing this is happening. An active digital footprint

is where the user has deliberately shared information about themselves either by using social media sites or by using websites.

Digital Footprint Examples

Online shopping

- Making purchases from e-commerce websites

Online banking

- Using a mobile banking app

Social media

- Using social media on your computer or mobile
- Sharing information, data, and photos with your connections

Health and fitness

- Using fitness trackers
- Using apps to receive healthcare

NETIQUETTE

It is the abbreviation of Internet etiquette or network etiquette, refers to online manners while using internet or working online. While online you should be courteous, truthful and respectful of others. It includes proper manners for sending e-mail, conversing online, and so on.

Some basic rules of netiquette are:

- Be respectful
- Think about who can see what you have shared.
- Read first, then ask
- Respect the privacy of others
- Do not share personal information

Communication Etiquettes

Digital communication includes email, texting, instant messaging, talking on the cell phone, audio or video conferencing, posting on forums, social networking sites, etc. All these are the popular ways to connect with people in order to exchange ideas, share data and knowledge.

- Be Precise
 - Respect time
 - Respect data limits
- Be Polite
- Be Credible

Social Media Etiquettes

Now a days, we are using different kinds social media and we may have an account on Facebook, Google+, Twitter, Instagram, Pinterest, or the YouTube channel. Social media are websites or applications that enable their users to participate in social networking by creating and sharing content with others in the community.

These platforms encourage users to share their thoughts and experiences through posts or pictures.

- **Be Secure**
 - Choose password wisely
 - Know who you be friend
 - Beware of fake information
- **Be Reliable**
 - Think before uploading

DATA PROTECTION

Data protection is a set of strategies and processes you can use to secure the privacy, availability, and integrity of the data. It is sometimes also called data security. A data protection strategy is very important for any organisation that collects, handles, or stores sensitive data.

Data Privacy v/s Data Protection

For data privacy, users can often control how much of their data is shared and with whom. For data protection, it is up to the companies handling data to ensure that it remains private. Data privacy is focused on defining who has access to data while data protection focuses on applying those restrictions.

How we can protect our personal data online

- Encrypt the Data
- Keep Passwords Private and secure
- Don't Share personal data on Social Networking Sites or share it wisely
- Use Security Software
- Avoid Phishing Emails
- Avoid using public Wi-Fi
- Safely Dispose of Personal Information

INTELLECTUAL PROPERTY RIGHTS (IPR)

Intellectual Property is a property created by a person or group of persons using their own intellect for ultimate use in commerce and which is already not available in the public domain.

Examples of Intellectual Property :

- an invention relating to a product or any process
- a new design
- a literary or artistic work and a trademark (a word, a symbol and / or a logo, etc.)

Intellectual Property Right (IPR) is the statutory right granted by the Government, to the owner(s) of the intellectual property or applicant(s) of an intellectual property (IP) to exclude others from exploiting the IP commercially for a given period of time, in lieu of the discloser of his/her IP in an IPR application.

Copyright laws protect intellectual property

Copyright It is a legal concept, enacted by most governments giving creator of original work exclusive rights to it, usually for a limited period.

Patent – A patent is a grant of exclusive right to the inventor by the government. Patent give the holder a right to exclude others from making, selling, using or importing a particular product or service, in exchange for full public disclosure of their invention.

Trademark – A Trademark is a word, phrase, symbol, sound, colour and/or design that identifies and distinguishes the products from those of others.

VIOLATION OF IPR

Violation of intellectual property right may happen in one of the following ways:

Plagiarism

Plagiarism It is stealing someone's intellectual work and representing it as your own work without citing the source of information.

Any of the following acts would be termed as Plagiarism:

- Using some other author's work without giving credit to the author
- Using someone else's work in incorrect form than intended originally by the author or creator.
- Modifying /lifting someone's production such as music composition etc. without attributing it to the creator of the work.
- Giving incorrect source of information.

Copyright infringement – When someone uses a copyrighted material without permission, or we have not paid for it, if it is being sold. it is called Copyright infringement. Suppose we download an image from the Internet and use it in our project.

Trademark Infringement

Trademark Infringement means unauthorised use of other's trademark on products and services. An owner of a trademark may commence legal proceedings against someone who infringes its registered trademark.

FREE AND OPEN-SOURCE SOFTWARE (FOSS)

OSS refers to Open Source Software, which refers to software whose source code is available to customers and it can be modified and redistributed without any limitation.

Free and open-source software (FOSS) is software that can be classified as both free software and open-source software. That is, anyone is freely licensed to use, copy, study, and change the software in any way, and the source code is openly shared so that people are encouraged to voluntarily improve the design of the software.

LICENSING AND COPYRIGHT

Licenses are the permissions given to use a product or someone's creation by the copyright holder.

Copyright is a legal term to describe the rights of the creator of an original creative work such as a literary work, an artistic work, a design, song, movie or software etc.

The GNU General public license (GPL) and the Creative Commons (CC) are two popular categories of public licenses.

CC is used for all kind of creative works like websites, music, film, literature, etc. CC enables the free distribution of an otherwise copyrighted work.

It is used when an author wants to give people the right to share, use and build upon a work that they have created. GPL is primarily designed for providing public licence to a software. GNU GPL is another free software license, which provides end users the freedom to run,study, share and modify the software, besides getting regular updates.

CYBER CRIME

Any criminal or illegal activity through an electric channel or through any computer network is considered as cyber crime.

Eg: Cyber harassment and stalking, distribution of child pornography, types of spoofing, credit card fraud, etc

CYBER LAW

It is the law governing cyberspace which includes freedom of expression, access to and usage of internet and online privacy.

The issues addressed by cyber law include cybercrime, e-commerce, IPR and Data protection.

HACKING

It is an act of unauthorised access to a computer, computer network or any digital system.

Hackers usually are technical expertise of hardware and software.

- Hacking when done with a positive intent is called as Ethical hacking or White hat.
- Hacking when done with a negative intent is called as Unethical hacking or Black hat.

EAVESDROPPING

The term eavesdropping has been derived from the literal practice of secretly listening to the conversations of people by standing under the eaves of a house. Unlike snooping, where the network traffic can be stored for later analysis, eavesdropping is an unauthorised real-time interception or monitoring of private communication between two entities over a network.

Also, the targets are usually the private communication channels like phone calls (VoIP), instant messages, video conference, fax transmission, etc.

PHISHING AND FRAUD EMAILS

It is an unlawful activity where fake websites or emails appear as original or authentic. These sites when clicked by the user will collect sensitive and personal details like usernames, password, credit card details etc.

Phishing is an unlawful activity where fake websites or emails that look original or authentic are presented to the user to fraudulently collect sensitive and personal details, particularly usernames, passwords, banking and credit card details. The most common phishing method is through email spoofing where a fake or forged email address is used and the user presumes it to be from an authentic source. So you might get an email from an address that looks similar to your bank or educational institution, asking for your information,

RANSOMWARE

This is another kind of cyber crime where the attacker gains access to the computer and blocks the user from accessing, usually by encrypting the data. The attacker blackmails the victim to pay for getting access to the data, or sometimes threatens to publish personal and sensitive information or photographs unless a ransom is paid. Ransomware can get downloaded when the users visit any malicious or unsecure websites or download software from doubtful repositories.

CYBER TROLL

The comments or posts demean other users or people, or their content is called Cyber Troll. An Cyber troll is an excellent example of social laws and ethics missing out. These are generally done to respond to any person or their posts negatively. Trolling can be done by sending hate direct through messages, posts, or comments. Their way of stating things is suppressive and oppressing, and trolls are visible on all social platforms such as Instagram, Twitter, Facebook, YouTube, etc. The main target of the people who create trolls is people with

good fan-following, whether influencers or celebrities

CYBER BULLYING

It is the use of technology to harass , threaten or humiliate a target .

Example: sharing of embarrassing photos or videos, posting false information, sending mean text., etc.

CYBER SAFETY

Cyber safety refers to safe and responsible use of Internet, to ensure safety and security of personal information and not posing threat to anyone else's information.

Safely Browsing The Web

Everyone must know the threats while browsing the web. Safe browsing on web needs to know many important things like:

- What are possible threats?
- How to avoid these threats/dangers?
- How to be safe while browsing web
- Not every site you visit is safe.
- Every post or activity we do online is visible to others.
- Not everything you see or is promised online is true.

Identity Protection while using Internet

- The online world is full of chances to interact and share with others. A lot of what you do and say online can be seen even if you delete it
- Anyone can access your profile on social networking sites. keep your material private.
- Use strong passwords and change them often. Don't share with others.
- Don't respond to inappropriate requests

Confidentiality of Information

- Never share your password or account numbers/Ban Details over an e-mail or message.
- Do not follow links from e-mails
- Beware of fraud callers, pop-ups, websites, or e-mails asking for personal information.
- Use secure passwords and change it regularly.
- Use anti-spyware, and antivirus softwares.

Malware

Malware is a short term used for Malicious softWARE. It is any software developed with an intention to damage hardware devices, steal data, or cause any other trouble to the user.

Viruses, Worms, Ransomware, Trojans, and Spyware are some of the kinds of malware.

Viruses

A virus is a piece of software code created to perform malicious activities and hamper resources of a computer

system like CPU time, memory, personal files, or sensitive information.

a computer virus infects other computer systems that it comes into contact with by copying or inserting its code into the computer programs or software (executable files).

Trojan

A Trojan is a malware, that looks like a legitimate software and once it tricks a user into installing it, it acts pretty much like a virus or worm. However, a Trojan does not self-replicate or infect other files, it spreads through user interaction such as opening an email attachment or downloading and executing a file from the Internet.

Adware

An Adware is a malware that is created to generate revenue for its developer. An adware displays online advertisements using pop-ups, web pages, or installation screens. Once an adware has infected a substantial number of computer systems, it generates revenue either by displaying advertisements or using “pay per click” mechanism to charge its clients against the number of clicks on their displayed ads.

E-waste - MANAGEMENT:

Various forms of electric and electronic equipment which no longer satisfy their original purpose are termed as Ewaste. This includes Desktop, Laptop, Projectors, Mobiles,etc

- **MANAGEMENT:** Sell back, gift/donate, reuse the parts giveaway to a certified e-waste Recycler.

Some of the feasible methods of e-waste management are reduce, reuse and recycle.

- **Reduce:** We should try to reduce the generation of e-waste by purchasing the electronic or electrical devices only according to our need. Also, they should be used to their maximum capacity and discarded only after their useful life has ended. Good maintenance of electronics devices also increases the life of the devices.

- **Reuse:** It is the process of re-using the electronic or electric waste after slight modification. The electronic equipment that is still functioning should be donated or sold to someone who is still willing to use it. The process of re-selling old electronic goods at lower prices is called refurbishing.

- **Recycle:** Recycling is the process of conversion of electronic devices into something that can be used again and again in some or the other manner. Only those products should be recycled that cannot be repaired, refurbished or re-used. To promote recycling of e-waste many companies and NGOs are providing door-to-door pick up facilities for collecting the e-waste from homes and offices.

ABOUT HEALTH CONCERNS RELATED TO THE USE OF TECHNOLOGY:

There are positive as well as negative impact on health due to the use of these technologies.

- **POSITIVE IMPACT**

- Various health apps and gadgets are available to monitor and alert
- Online medical records can be maintained

- **NEGATIVE IMPACT**

- One may come across various health issues like eye strain, muscle problems, sleep issues,etc
- Anti social behaviour, isolation, emotional issues, etc.

GENDER AND DISABILITY ISSUES WHILE TEACHING AND USING COMPUTERS GENDER ISSUES

- **Preconceived notions**
Notions like ‘boys are better at technical things, girls are good at humanities, arts et girls must take up a career keeping in mind that they have to raise a family. They must not take up high involvement careers, and “Teaching is the best option for girls as it gives you half day off and ample number of holidays so that you can easily take care of your family, etc. have their impact in decision making of girls while taking up subjects.
 - **Lack of interest**
During primitive years, children often play games on computers/ smartphones. Most games available today are boys-centric that increase their interest in computers Also, at homes boys get to play more on computers/smartphone (keeping in mind the entire India scenario) and develop more interest in computers than girls.
 - **Lack of motivation**
Girls are pressurised to choose a career option which will give them ‘work life balance in favour of family roles they have to play later on. Girls are always told directly/indirectly in households that you have to play important family role later on and indulging in a subject which will consume most of your time is not advisable as no matter what, whatever job option you choose, you cannot shy away from your family role.
 - **Lack of role models**
Girls these days see less of role models in the field of ‘Computer Science’ whom they can imitate. TV, movies, advertisements, every where it is portrayed that is technical fields like ‘Computers Science’, are men’s fields. All these things influence girls sub-psychologically and they infer that ‘Computer Science’ is for boys and do not take up the subject.
 - **Lack of encouragement in class**
As there are lesser number of girls in a class, the teachers for most work-assignments end up choosing more boys. Also, less number of girls means, lesser peer-encouragement. Also, some teachers pin point on their roles in society such girls will get married and may not take it up as career.
 - **Unavailability of teaching material / aids**
It has been observed that when, in schools, work-partners are chosen, boys prefer boys over girls. And even if a girl and a boy are made work-partners, boys prefer to work actively and make girls silent observers. Boys are not comfortable in situations where they are not playing active roles.
- Disability Issues
- In the specially abled students, there can be one or more disabilities:
- (i) **Locomotor disabilities** – Severe deformities, polio, leprosy, cerebral palsy.
 - (ii) **Hearing and speech disabilities** – Hearing impairment, speech aphasia.
 - (iii) **Cognitive impairment** – Specific learning deficits (Dyslexia, Dyscalculia). Down’s syndrome, Autism.
 - (iv) **Vision impairment.** low vision, blindness.
- **Lack of special needs teachers**
For different types of special needs, if special needs teachers are available, disabled students get their needs addressed in right manner eg., for hearing impaired students, a teacher who is able to converse in sign language would be able to convey and explain the study material than traditional methods.

- There should be teachers who know what types of hardware, software, tools etc. can be used for the differently able students as per their specific needs, eg, special types of specialized hardware such as Braille keyboards, monitors, printers, synthetic speech generators etc., software assistants such as Google assistant etc.
- Lack of supporting curriculum.
Curriculum should be designed while keeping focus on inclusive education. There always should be possible alternatives keeping in mind special needs of the students. Software and programs should be so used so that the disabled students can easily work on that. For example, office software based curriculum can easily be implemented for all types of students as nearly all office software provide accessibility features.

MULTIPLE CHOICE QUESTIONS(1 mark)

1. Online posting of rumours, giving threats online, posting the victim’s personal information, comments aimed to publicly ridicule a victim is termed as _____

- a. Cyber bullying
- b. Cyber crime
- c. Cyber insult
- d. All of the above

2. Ankit made a ERP - Enterprise resource planning solution for a renowned university and registered and copyrights for the same. Which of the most important option; Ankit got the copyrights.

- a) To get society status
- b) To get fame
- c) To get community welfare
- d) To secure finance protection

3. Which of the following is not an example of Social media platform?

- a. Facebook
- b. Pinterest
- c. Google+
- d. Social channel

4. A responsible netizen must abide by _____

- a. Net etiquettes
- b. Communication etiquettes
- c. Social media etiquettes
- d. All of the above

5. A _____ is some lines of malicious code that can copy itself and can have detrimental effect on the computers, by destroying data or corrupting the system.

- a. Cyber crime
- b. Computer virus
- c. Program
- d. Software

6. Which of the following activity is an example of leaving Active digital footprints?

- a) Surfing internet
- b) Visiting a website
- c) Sending an email to a friend
- d) None of the above

7. You are planning to go for a vacation. You surfed the internet to get answers for following queries.

- a) Places to visit
- b) Availability of air tickets and fares
- c) Best hotel deals
- d) All of these

Which of the above-mentioned actions might have created a digital footprint?

8. Legal term to describe the rights of a creator of original creative or artistic work is called.....

- a) Copyright
- b) Copyleft
- c) GPL
- d) BSD

9. Intellectual Property is legally protected through _____

- a) copyright
- b) patent
- c) registered trademark
- d) All of the above

10. _____ includes any visual symbol, word, name, design, slogan, label, etc., that distinguishes the brand from other brands.

- a) Trademark
- b) Patent
- c) Copyright
- d) None of the above

11. Gaining unauthorised access to a network or computer or digital files with malicious intentions, is called _____

- a. Cracking
- b. Hacking
- c. Banging
- d. Phishing

12. Legal term to describe the rights of a creator of original creative or artistic work is called _____

- a. Copyright
- b. Copyleft
- c. GPL
- d. None of these

13. OSS stands for

- a. Open system security
- b. Open system source
- c. Open software and security
- d. Open source software

14. Any fraudulent business practice that extracts money from an unsuspecting, ignorant person is called _____
- a. Stealing
 - b. Scam
 - c. Violation of copyright
 - d. Digital footprint
15. _____ means no price is to be paid for the software.
- a. Free software
 - b. Freeware
 - c. shareware
 - d. Open source software
16. Any work / information that exist in digital form idea on internet or on an electronic device, is known as _____ property.
- a. Licence property
 - b. digital property
 - c. source code property
 - d. software property
17. Discarded electrical or or electronic devices are known as _____.
- a. E waste
 - b. Software Waste
 - c. Hardware waste
 - d. Computer waste
18. The least restrictive open source licence is _____ licence.
- a. Apache Licence
 - b. MIT licence
 - c. GNU licence
 - d. BSD licence
19. The original code written by programmers for a software is known as _____
- a. Object code
 - b. Source code
 - c. Python code
 - d. Language code
20. _____ means freedom to use the software.
- a. Plagiarism
 - b. Freeware
 - c. Open software
 - d. Free software
21. IAD means _____
- a. Internet advanced data
 - b. Internet addiction disorder
 - c. Internet advanced digitalization
 - d. Internet aggregate data

22. The _____ is the Digital trail of your activity on the internet.

- a. Copyleft
- b. Digital footprint
- c. Digital data
- d. Internet property

23. The _____ are the permissions given to use a product or someone's creator by the copyright holder.

- a. Source code
- b. Licence
- c. Software authority
- d. Digital rights

24. _____ is a licence that gives right opposite to copyright.

- a. Left copy
- b. Digital copy
- c. Copyleft
- d. IPR

25. A software that can be freely accessed and modified is called

- a. synchronous software
- b. package software
- c. open source software
- d. middleware.

26. Which of the following is an advantage of open source software?

- a. You can edit the source code to customise it
- b. you need to be an expert to edit code
- c. you have to pay
- d. can sometimes with two generic for specialist purposes.

27. Which of the following is a disadvantage of open source software?

- a. high quality software with lots of features.
- b. not as customizable
- c. may not have been tested as much as proprietary software so might have bugs.
- d. you can added the source code to customize it

28. Which of the following is an advantage of proprietary software?

- a. It is usually free
- b. thoroughly tested because people are paying to use it.
- c. Not as customizable.
- d. Can sometimes be to generate for specialist purposes.

29. Which of the following is a disadvantage of proprietary software?

- a. You need to be an expert to edit code.
- b. You have to pay for this type of software.
- c. It's licensed.
- d. It is launched after proper testing.

30. The generally recognized term for the government protection afforded to intellectual property written and electronic is called _____

- a. Computer security law.
- b. Aggregate information.
- c. Copyright law
- d. Data security standards.

31. Which of the following would be a creative work protected by copyright?

- a. A list of all Indian President names
- b. A Portrait of your family
- c. A song you wrote
- d. The name of your pet dog

32. Which of the following is not done by cyber criminals?

- a. Unauthorised account access
- b. Mass Attack using trojans as botnets
- c. Email spoofing and spamming
- d. report vulnerability in any system

33. What is the name of the IT law that India is having in the Indian legislature?

- a. India's Technology IT Act 2000
- b. India's Digital information technology DIT Act, 2000
- c. India's Information Technology IT Act, 2000
- d. The technology act, 2008.

34. What is meant by the term cybercrime?

- a. Any crime that uses computers to jeopardize or attempt to jeopardize in national security
- b. The use of computer networks to commit financial or identity fraud
- c. The theft of Digital information
- d. Any crime that involves computers and networks

35. Every activity you perform on the internet is safe for how long?

- a. 1 month
- b. 1 year
- c. As per my setting
- d. Forever

Answers

1. a 2. d 3. d 4. D 5. B 6. C 7. d 8. a 9. D 10. A
11. b 12. a 13. d 14. b 15. b 16. b 17. a 18. b 19. b 20. d
21. b 22. b 23. b 24. c 25. c 26. a 27. c 28. b 29. b 30. c
31. c 32. d 33. c 34. d 35. d

CASE STUDY BASED QUESTIONS

1. After practicals, Atharv left the computer laboratory but forgot to sign off from his email account. Later, his classmate Revaan started using the same computer. He is now logged in as Atharv. He sends inflammatory email messages to few of his classmates using Atharv's email account. Revaan's activity is an example of which of the following cyber crime?
 - a) Hacking
 - b) Identity theft
 - c) Cyber bullying
 - d) Plagiarism
2. Rishika found a crumpled paper under her desk. She picked it up and opened it. It contained some text which was struck off thrice. But she could still figure out easily that the struck off text was the email ID and password of Garvit, her classmate. What is ethically correct for Rishika to do?
 - a) Inform Garvit so that he may change his password.
 - b) Give the password of Garvit's email ID to all other classmates.
 - c) Use Garvit's password to access his account.
3. Suhana is down with fever. So, she decided not to go to school tomorrow. Next day, in the evening she called up her classmate, Shaurya and enquired about the computer class. She also requested him to explain the concept. Shaurya said, "Mam taught us how to use tuples in python". Further, he generously said, "Give me some time, I will email you the material which will help you to understand tuples in python". Shaurya quickly downloaded a 2-minute clip from the Internet explaining the concept of tuples in python. Using video editor, he added the text "Prepared by Shaurya" in the downloaded videoclip. Then, he emailed the modified video clip to Suhana. This act of Shaurya is an example of —
 - a) Fair use
 - b) Hacking
 - c) Copyright infringement
 - d) Cyber crime
4. After a fight with your friend, you did the following activities. Which of these activities is not an example of cyber bullying?
 - a) You sent an email to your friend with a message saying that "I am sorry".
 - b) You sent a threatening message to your friend saying "Do not try to call or talk to me".
 - c) You created an embarrassing picture of your friend and uploaded on your account on a social networking site.
5. Sourabh has to prepare a project on "Digital India Initiatives". He decides to get information from the Internet. He downloads three web pages (webpage 1, webpage 2, webpage 3) containing information on Digital India Initiatives. Which of the following steps taken by Sourabh is an example of plagiarism or copyright infringement?
 - a) He read a paragraph on "Digital India Initiatives" from webpage 1 and rephrased it in his own words. He finally pasted the rephrased paragraph in his project.
 - b) He downloaded three images of "Digital India Initiatives" from webpage 2. He made a collage for his project using these images.
 - c) He downloaded "Digital India Initiative" icon from web page 3 and pasted it on the front page of his project report.

6. Neerja is a student of Class XI. She has opted for Computer Science. Neerja prepared the project assigned to her. She mailed it to her teacher. The snapshot of that email is shown below.

Find out which of the following email etiquettes are missing in it.

- a) Subject of the mail
- b) Formal greeting
- c) Self-explanatory terms
- d) Identity of the sender
- e) Regards

7. You are planning to go on a vacation to Kashmir. You surfed the internet for the following:

- i) Weather conditions
- ii) Availability of air tickets and fares
- iii) Places to visit
- iv) Best hotel deals

Which of the above mentioned acts might have left a digital footprint?

- a) i and ii
- b) i, ii and iii
- c) i, ii and iv
- d) all of these

8. Naveen received an email warning him of closure of his bank accounts if he did not update his banking information as soon as possible. He clicked the link in the email and entered his banking information. Next he got to know that he was duped.

i) This is an example of _____.

- a. Online Fraud
- b. Identity Theft
- c. Phishing
- d. Plagarism

ii) Someone steals Naveen's personal information to commit theft or fraud, it is called _____

- a. Online Fraud
- b. Identity Theft
- c. Phishing
- d. Plagarism

iii) Naveen receiving an Unsolicited commercial emails is known as _____

- a. Spam
- b. Malware
- c. Virus
- d. worms

iv) Naveen's Online personal account, personal website are the examples of?

- a. Digital wallet
- b. Digital property
- c. Digital certificate
- d. Digital signature

v) Sending mean texts, posting false information about a person online, or sharing embarrassing photos or videos to harass, threaten or humiliate a target person, is called _____

- a. Eavesdropping
- b. cyberbullying
- c. Spamming
- d. Phishing

9. Prathyush has to prepare a project on “Cyber Jaagrookta Diwas”.He decides to get information from the Internet. He downloads three web pages (webpage1, webpage 2, webpage 3) containing information on the given topic.

1. He read a paragraph from webpage 1 and rephrased it in his own words. He finally pasted the rephrased paragraph in his project. And he put a citation about the website he visited and its web address also.

2. He downloaded three images of from webpage 2. He made a collage for his project using these images.

3. He also downloaded an icon from web page 3 and pasted it on the front page of his project report.

(i) Step1 is an act of.....

- (a) Plagiarism
- (b) copyright infringement
- (c) Intellectual Property right
- (d) None of the above

(ii) Step 2 is an act of_____.

- (a) plagiarism
- (b) copyright infringement
- (c) Intellectual Property right
- (d) Digital Footprints

(iii) Step 3 is an act of_____.

- (a) Plagiarism
- (b) Paraphrasing
- (c) copyright infringement
- (d) Intellectual Property right

(iv) _____is a small piece of data sent from a website and stored in a user’s web browser while a user is browsing a website.

- (a) Hyperlinks
- (b) Web pages
- (c) Browsers
- (d) Cookies

(v) The process of getting web pages, images and files from a web server to local computer is called

- (a) FTP
- (b) Uploading
- (c) Downloading
- (d) Remote access

ANSWERS

CASE STUDY BASED QUESTIONS

1. b 2. a 3. c 4. a 5. b 6. A 7. d

8. i) c ii) b iii) a iv) b v) b

9. i) d ii) a iii) c iv) d v) c

SHORT ANSWER QUESTIONS(2 marks)

1. List any two health hazards related to excessive use of Technology

The continuous use of devices like smartphones, computer desktop, laptops, head phones etc cause a lot of health hazards if not addressed.

These are:

A. Impact on bones and joints: wrong posture or long hours of sitting in an uncomfortable position can cause muscle or bone injury.

B. Impact on hearing: using headphones or earphones for a prolonged time and on high volume can cause hearing problems and in severe cases hearing impairments.

C. Impact on eyes: This is the most common form of health hazard as prolonged hours of screen time can lead to extreme strain in the eyes.

D. Sleep problem: Bright light from computer devices block a hormone called melatonin which helps us sleep. Thus we can experience sleep disorders leading to short sleep cycles.

2. Priyanka is using her internet connection to book a flight ticket. This is a classic example of leaving a trail of web activities carried by her. What do we call this type of activity? What is the risk involved by such kind of activity?

call this type of activity as Digital Footprints

Risk involved : It includes websites we visit emails we send, and any information we submit online, etc., along with the computer's IP address, location, and other device specific details. Such data could be used for targeted advertisement or could also be misused or exploited.

3. What do you understand by Net Etiquettes? Explain any two such etiquettes.

Net Etiquettes refers to the proper manners and behaviour we need to exhibit while being online.

These include :

1. No copyright violation: we should not use copyrighted materials without the permission of the creator or owner. We should give proper credit to owners/creators of open source content when using them.

2. Avoid cyber bullying: Avoid any insulting, degrading or intimidating online behaviour like repeated posting of rumours, giving threats online, posting the victim's personal information, or comments aimed to publicly ridicule a victim.

4. According to a survey, one of the major asian country generates approximately about 2 million tonnes of electronic waste per year. Only 1.5 % of the total e-waste gets recycled. Suggest some methods to manage e-waste .

Buy environmentally friendly electronics

Donate used electronics to social programs

Reuse , refurbish electronics

Recycling e-waste