1. Which of the following is/are characteristics of Computer?
   (A) Diligence
   (B) Versatility
   (C) Reliability
   (D) All of the Above

   Answer

   (D) All of the Above

2. Faulty inputs lead to faulty results. It is known as _____
   (A) Diligence
   (B) Versatility
   (C) GIGO
   (D) None of the Above

   Answer

   (C) GIGO

3. GIGO stands for_____
   (A) Garbage In Garbage Out
   (B) Gateway In Gateway Out
   (C) Gopher In Gopher Out
   (D) Geographic In Geographic Out

   Answer

   (A) Garbage In Garbage Out

4. The capacity to perform multiple tasks simultaneously is termed as _____
   (A) Diligence
   (B) Versatility
   (C) Reliability
   (D) All of the Above

Answer

(B) Versatility

5. A computer does not suffer from tiredness and lack of concentration. It is known as _____
   (A) Diligence
   (B) Versatility
   (C) GIGO
   (D) None of the Above

Answer

(A) Diligence

6. First Generation computers used _____ for Circuitry and _____ for memory
   (A) Transistor and Magnetic Core
   (B) IC and Magnetic Memory
   (C) Vacuum tubes and Magnetic drum
   (D) IC and Magnetic Core

Answer

(C) Vacuum tubes and Magnetic drum

7. Second Generation computers were based on _____
   (A) IC
   (B) Vacuum tube
   (C) transistor
   (D) None of the Above

Answer

(C) transistor

8. FLOPS stands for_____
   (A) Floating Point Operation Per Second
   (B) File Processing Operation Per Second
   (C) Floating Processing Operation Per Second
   (D) File Loading Operation Per Second

   Answer

   (A) Floating Point Operation Per Second

9. Which language was used to program Second Generation computers?
   (A) Binary Coded language
   (B) Assembly language
   (C) Machine language
   (D) None of the Above

   Answer

   (B) Assembly language

10. EDSAC stands for_____
    (A) Electronic Delay Storage Automatic Computer
    (B) Electronic Discrete Storage Automatic Computer
    (C) Electronic Delay Serial Automatic Computer
    (D) Electronic Discrete Storage Automatic Computer

    Answer

    (A) Electronic Delay Storage Automatic Computer

1. Instructions and data can be stored in the memory of Computer for automatically directing the flow of operations. It is called _____ concept.
   (A) Objective Programming
   (B) Stored program

(C) Both (A) and (B)

(D) None of the Above

Answer

(B) Stored program

2. "Stored Program" concept was developed by _____
   (A) Maurice Wilkes
   (B) Von Neumann
   (C) M.H.A. Newman
   (D) None of the Above

Answer

(B) Von Neumann

3. Electronic Discrete Variable Automatic Computer(EDVAC) was designed on _____ concept.
   (A) Objective Programming
   (B) Stored program
   (C) Both (A) and (B)
   (D) None of the Above

Answer

(B) Stored program

4. Which of the following was a small experimental machine based on Neumann's stored program concept?
   (A) Analytical engine
   (B) Pascaline
   (C) Manchester Mark I
   (D) None of the Above

Answer

(C) Manchester Mark I

5. Third Generation computers were based on _____
   (A) IC
   (B) Vacuum tube
   (C) transistor
   (D) None of the Above

   Answer

   (A) I C

6. In EDSAC, an addition operation was completed in _____ micro seconds.
   (A) 4000
   (B) 3000
   (C) 2000
   (D) 1500

   Answer

   (D) 1500

7. ULSI stands for_____
   (A) Ultra Large Scale Integration
   (B) Ultimate Large Scale Integration
   (C) Upper Large Scale Integration
   (D) Ultra Large Script Integration

   Answer

   (A) Ultra Large Scale Integration

8. Which of the following is fourth generation computer?
   (A) INTEL 4004
   (B) IBM 360

(C) IBM 1401

(D) None of the Above

Answer

(A) INTEL 4004

9. IC is made up of _____
   (A) microprocessor
   (B) vacuum tube
   (C) transistor
   (D) None of the Above

Answer

(C) transistor

10. Father of modern computer_____
    (A) Charles Babbage
    (B) Alan Turing
    (C) Ted Hoff
    (D) None of the Above

Answer

(B) Alan Turing

1. A hybrid computer is the one having combined properties of _____
   (A) Micro & Mini computers
   (B) Mini & Super Computers
   (C) Mainframe & Super Computers
   (D) Analog & Digital computers

Answer

(D) Analog & Digital computers

2. Which of the following uses a handheld Operating Systems?
   (A) Super Computer
   (B) Laptop
   (C) Mainframe
   (D) PDA

   Answer

   (D) PDA

3. A _____ terminal can display images as well as text.
   (A) text
   (B) dumb
   (C) graphical
   (D) None of the Above

   Answer

   (C) graphical

4. The word length of Micro computers lies in the range between _____
   (A) 8 and 16 bits
   (B) 8 and 21 bits
   (C) 8 and 24 bits
   (D) 8 and 32 bits

   Answer

   (D) 8 and 32 bits

5. The fastest and most expensive computers are_____
   (A) Super Computers
   (B) Quantum Computers
   (C) Mainframe Computers
   (D) Micro Computers

(A) Super Computers

6. Which of the following is the smallest and fastest computer imitating brain working?
   (A) Super Computer
   (B) Quantum Computer
   (C) Mainframe Computer
   (D) PDA

(B) Quantum Computer

7. A _____ terminal does not process or store data.
   (A) dumb
   (B) intelligent
   (C) Both(A) & (B)
   (D) None of the Above

(A) dumb

8. The user generally applies _____ to access mainframe or super computer?
   (A) node
   (B) terminal
   (C) desktop
   (D) None of the Above

(B) terminal

9. Desktop and Personal computers are also known as_____
   (A) Super Computer
   (B) Quantum Computer
   (C) Mainframe Computer
   (D) Micro Computer

   Answer

   (D) Micro Computer

10. Graphical terminals are divided into two types. They are _____
    (A) text and dumb
    (B) dumb and intelligent
    (C) vector mode and raster mode
    (D) None of the Above

    Answer

    (C) vector mode and raster mode

1. Which language is used for Artificial Intelligence (AI)?
   (A) FORTRAN
   (B) COBOL
   (C) C
   (D) PROLOG

   Answer

   (D) PROLOG

2. Who coined the term "Artificial Intelligence"?
   (A) Charles Babbage
   (B) Alan Tuning
   (C) Von Neumann
   (D) John McCarthy

(D) John McCarthy

3. _____ is a computational model based on the structure of biological neural networks?
(A) Artificial Neural Network (ANN)
(B) Biological Network
(C) Both(A) & (B)
(D) None of the Above

(A) Artificial Neural Network (ANN)

4. A neural network in which the signal passes in only one direction is called _____
(A) Feed forward Neural Network
(B) Recurrent Neural Network
(C) Both(A) & (B)
(D) None of the Above

(A) Feed forward Neural Network

5. _____ is an artificial neural network with multiple hidden layers between the input and output layers?
(A) Deep neural network
(B) Shallow neural network
(C) Both(A) & (B)
(D) None of the Above

(A) Deep neural network

6. The most famous Recurrent Neural Network is _____
   (A) Perceptrons
   (B) Radial Basis Networks
   (C) Hopfield net
   (D) None of the Above

   Answer

   (C) Hopfield net

7. Which neural network allows feedback signal?
   (A) Feed forward Neural Network
   (B) Recurrent Neural Network
   (C) Both(A) & (B)
   (D) None of the Above

   Answer

   (B) Recurrent Neural Network

8. Which of the following is/are application(s) of Neural Network?
   (A) Pattern recognition
   (B) Mobile Computing
   (C) Speech reading(Lip-reading)
   (D) All of the Above

   Answer

   (D) All of the Above

9. Which algorithm is used in layered Feed forward Neural Network?
   (A) Back propagation algorithm
   (B) Binary Search
   (C) Both(A) & (B)
   (D) None of the Above

Answer

(A) Back propagation algorithm

10. Radial Basis Function (RBF) networks have _____ layers.
    (A) One
    (B) Four
    (C) Two
    (D) Three

Answer

(D) Three

1. The chip used in computers, is made of _____
   (A) Silicon
   (B) Iron Oxide
   (C) Chromium
   (D) None of the Above

Answer

(A) Silicon

2. Fourth Generation computers were based on _____
   (A) IC
   (B) Vacuum tube
   (C) transistor
   (D) Microprocessors

Answer

(D) Microprocessors

3. The first computer language developed was_____
   (A) COBOL
   (B) PASCAL

(C) BASIC

(D) FORTRAN

Answer

(D) FORTRAN

4. The first calculator that can perform all four arithmetic operations(Addition, Subtraction, Multiplication, Division) was known as_____
(A) Pascaline
(B) Slide Rule
(C) Step Reckoner
(D) None of the Above

Answer

(C) Step Reckoner

5. The first computer spreadsheet program was_____
(A) Lotus 1-2-3
(B) MS Excel
(C) Visicalc
(D) None of the Above

Answer

(C) Visicalc

6. Which of the following is an example for fourth generation language(4GL)?
(A) COBOL
(B) PowerBuilder
(C) FORTRAN
(D) None of the Above

(B) PowerBuilder

7. VDU stands for_____
   (A) Video Display Unit
   (B) Visual Display Unit
   (C) Video Divide Unit
   (D) None of the Above

(B) Visual Display Unit

8. Which language is directly understood by the computer without translation program?
   (A) BASIC
   (B) Assembly language
   (C) Machine language
   (D) C language

(C) Machine language

9. Herman Hollerith developed a machine called_____
   (A) Pascaline
   (B) Analytical engine
   (C) Census Tabulator
   (D) Tabulating Machine

(D) Tabulating Machine

10. Electronic Delay Storage Automatic Computer(EDSAC) was invented by _____

(A) Herman Hollerith

(B) JW Mauchy

(C) John Von Neumann

(D) None of the Above

Answer

(C) John Von Neumann

1. Which registers can interact with secondary memory?
    (A) Register
    (B) Memory Address Register(MAR)
    (C) Instruction Register(IR)
    (D) None of the Above

Answer

(B) Memory Address Register(MAR)

2. Which Flip Flop is used to store data in registers?
    (A) D Flip Flop
    (B) JK Flip Flop
    (C) RS Flip Flop
    (D) None of the Above

Answer

(A) D Flip Flop

3. ISP stands for_____
    (A) Instruction Standard Processing
    (B) Instruction Standard Processor
    (C) Information Set Processing
    (D) Instruction Set Processor

Answer

(D) Instruction Set Processor

4. The decoded instruction is stored in _____
   (A) Register
   (B) Memory Address Register(MAR)
   (C) Instruction Register(IR)
   (D) None of the Above

   Answer

   (C) Instruction Register(IR)

5. Which is not an integral part of computer?
   (A) CPU
   (B) Monitor
   (C) Mouse
   (D) UPS

   Answer

   (D) UPS

6. The most frequently used instructions of a computer program
   are likely to be fetched from _____
   (A) Hard disk
   (B) ROM
   (C) RAM
   (D) Cache

   Answer

   (D) Cache

7. The primary aim of computer process is to convert the data into
   _____
   (A) table

(B) graph

(C) file

(D) information

Answer

(D) information

8. The main circuit-board of the system unit is _____

(A) RAM

(B) Mother Board

(C) Hard disk

(D) None of the Above

Answer

(B) Mother Board

9. ALU and Control Unit have special purpose locations called _____

(A) Registers

(B) Mother Board

(C) Sockets

(D) None of the Above

Answer

(A) Registers

10.   The communication line between CPU memory and Peripherals is called a _____

(A) Registers

(B) Mother Board

(C) Bus

(D) None of the Above

(C) Bus

1. A communication system that transfers data between the components inside a computer or between computers is called _____
   A. Port
   B. Bus
   C. Registers
   D. None of the Above

B. Bus

2. Which bus connects all the internal components of a computer such as CPU and memory to the main board(motherboard)?
   A. Expansion Bus
   B. External Bus
   C. Internal Bus
   D. None of the Above

C. Internal Bus

3. A bus that connects a computer to Peripheral devices is called _____
   A. System Bus
   B. Memory Bus
   C. Front-Side Bus
   D. External Bus

D. External Bus

4. External Bus is also referred as _____
   A. System Bus
   B. Memory Bus
   C. Front-Side Bus
   D. Expansion Bus

   Answer

   D. Expansion Bus

5. The Command to access the memory or the I/O device is carried by _____
   A. Address Bus
   B. Data Bus
   C. Control Bus
   D. None of the Above

   Answer

   C. Control Bus

6. A computer bus that is used to specify a Physical address?
   A. Address Bus
   B. Data Bus
   C. Control Bus
   D. None of the Above

   Answer

   A. Address Bus

7. A bus that transfer data from one component to another or between computers is called _____
   A. Address Bus

B. Data Bus

C. Control Bus

D. None of the Above

Answer

B. Data Bus

8. RISC stands for_____
   A. Reverse Instruction Set Computer
   B. Reverse Information Set Computer
   C. Reduced Information Set Computer
   D. Reduced Instruction Set Computer

   Answer

   D. Reduced Instruction Set Computer

9. _____ is a register for Short-term, intermediate storage of arithmetic and logic data in a Computer's CPU.
   A. Accumulator
   B. Bus
   C. Buffer
   D. None of the Above

   Answer

   A. Accumulator

10. _____ is a group of commands for a CPU in machine language.
    A. Information Set
    B. Instruction Set
    C. Buffer
    D. None of the Above

1. Von Neumann Architecture is a _____
   A. Multiple Instruction Multiple Data(MIMD)
   B. Single Instruction Multiple Data(SIMD)
   C. Multiple Instruction Single Data(MISD)
   D. Single Instruction Single Data(SISD)

Answer

D. Single Instruction Single Data(SISD)

2. Programming that actually controls the path of signals or data within computer is called_____
   A. Assembly language Programming
   B. Machine language Programming
   C. Micro Programming
   D. None of the Above

Answer

C. Micro Programming

3. CISC stands for _____
   A. Compound Instruction Set Computer
   B. Complex Information Set Computer
   C. Compound Information Set Computer
   D. Complex Instruction Set Computer

Answer

D. Complex Instruction Set Computer

4. The register which holds the address of the location to or from which data are to be transferred is known as_____

A. Instruction Register

B. Control register

C. Memory Address Register

D. None of the Above

Answer

C. Memory Address Register

5. An interrupt can be temporarily ignored by the counter is called
_____

A. Maskable Interrupt

B. Non-maskable Interrupt

C. vectored Interrupt

D. None of the Above

Answer

A. Maskable Interrupt

6. The computer performs all mathematical and logical operations inside its _____

A. Visual Display Unit

B. Memory Unit

C. Output Unit

D. Central Processing Unit

Answer

D. Central Processing Unit

7. Which of the following Unit can be used to measure the speed of a computer?

A. BAUD

B. SYPS

C. MIPS

D. None of the Above

Answer

C. MIPS

8. The circuit used to store one bit of data is known as_____
   A. Encoder
   B. OR
   C. Flip Flop
   D. None of the Above

Answer

C. Flip Flop

9. The control unit controls other units by generating control and
   _____
   A. Command Signals
   B. Timing signals
   C. Transfer signals
   D. None of the Above

Answer

B. Timing signals

10.   Which of the following bus structure is usually used to
   connect I/O devices?
   A. Single bus
   B. Multiple bus
   C. Star bus
   D. None of the Above

Answer

A. Single bus

1. An interface that provides I/O transfer of data directly to and form the memory unit and peripheral is termed as_____
   A. DDA
   B. Serial interface
   C. Direct Memory Access (DMA)
   D. None of the Above

   Answer

   C. Direct Memory Access (DMA)

2. A basic instruction that can be interpreted by computer generally has _____
   A. An operand and an address
   B. decoder and an accumulator
   C. Sequence register and decoder
   D. None of the Above

   Answer

   A. An operand and an address

3. The load instruction is mostly used to designate a transfer from memory to a processor register known as_____
   A. Accumulator
   B. Instruction Register
   C. Program counter
   D. Memory address Register

   Answer

   A. Accumulator

4. The communication between the components in a microcomputer takes place via the address and _____
   A. I/O bus
   B. Data bus
   C. Address bus
   D. None of the Above

   Answer

   B. Data bus

5. The operation executed on data stored in registers is called_____
   A. Macro-operation
   B. Micro-operation
   C. Bit-operation
   D. None of the Above

   Answer

   B. Micro-operation

6. Which register keeps tracks of the instructions in the program stored in memory?
   A. Address Register
   B. Index Register
   C. Program Counter
   D. None of the Above

   Answer

   C. Program Counter

7. In which addressing mode the operand is given explicitly in the instruction?
   A. Absolute

B. Immediate

C. Indirect

D. Direct

Answer

B. Immediate

8. When necessary, the results are transferred from the CPU to main memory by _____

A. I/O devices.

B. CPU.

C. Shift registers.

D. None of the Above.

Answer

C. Shift registers.

9. A group of bits that tell the computer to perform a specific operation is known as_____

A. Instruction code

B. Micro-operation

C. Accumulator

D. Register

Answer

A. Instruction code

10. The average time required to reach a storage location in memory and obtain its contents is called_____.

A. Latency time.

B. Access time.

C. Turnaround time.

D. Response time.

Answer

B. Access time.

1. The addressing mode which makes use of in-direction pointers is _____
   A. Offset addressing mode
   B. Relative addressing mode
   C. Indirect addressing mode
   D. None of the Above

   Answer

   C. Indirect addressing mode

2. Which addressing mode is most suitable to change the normal sequence of execution of instructions?
   A. Immediate
   B. Indirect
   C. Relative
   D. None of the Above

   Answer

   C. Relative

3. Which of the following is used as an intermediate to extend the processor BUS?
   A. Gateway
   B. Router
   C. Connector
   D. Bridge

   Answer

   D. Bridge

4. The method of accessing the I/O devices by repeatedly checking the status flags is_____
   A. Memory-mapped I/O
   B. Program-controlled I/O
   C. I/O mapped
   D. None of the Above

   Answer

   B. Program-controlled I/O

5. The process where in the processor constantly checks the status flags is called as _____
   A. Polling
   B. Inspection
   C. Reviewing
   D. None of the Above

   Answer

   A. Polling

6. The branch logic that provides decision making capabilities in the control unit is known as_____
   A. conditional transfer
   B. unconditional transfer
   C. Both (A) and (B)
   D. None of the above

   Answer

   B. unconditional transfer

7. Interrupts that are initiated by an instruction are_____
   A. internal
   B. external

C. hardware

D. software

8. Interrupts which are initiated by an I/O drive are _____
   A. internal
   B. external
   C. Both (A) and (B)
   D. All of the above

Answer

B. external

9. Content of the program counter is added to the address part of the instruction in order to obtain the effective address is called_____
   A. relative address mode.
   B. index addressing mode.
   C. register mode.
   D. implied mode.

Answer

A. relative address mode.

10.   A register capable of shifting its binary information either to the right or the left is called a_____
   A. parallel register.
   B. serial register.
   C. shift register.
   D. storage register.

1. The pattern of printed lines on most products are called _____
   A. OCR
   B. prices
   C. bar codes
   D. None of the Above

   Answer

   C. bar codes

2. MICR stands for _____
   A. Magnetic Ink Colour Recognition
   B. Magnetic Ink Code Recognition
   C. Magnetic Ink Computer Recognition
   D. Magnetic Ink Character Recognition

   Answer

   D. Magnetic Ink Character Recognition

3. The OCR recognises the _____ of the characters with the help of light source.
   A. Size
   B. Shape
   C. Colour
   D. None of the Above

   Answer

   B. Shape

4. Which Unit is used to measure the speed of a printer?
   A. DPI
   B. CPM
   C. PPM
   D. None of the Above

   Answer

   C. PPM

5. Which of the following groups consist of only Input devices?
   A. Mouse, Keyboard, Monitor
   B. Mouse, Keyboard, Printer
   C. Mouse, Keyboard, Plotter
   D. Mouse, Keyboard, Scanner

   Answer

   D. Mouse, Keyboard, Scanner

6. USB refers to a _____
   A. storage device
   B. processor
   C. port type
   D. None of the Above

   Answer

   C. port type

7. OCR is used for the preparation of _____
   A. electricity bills
   B. telephone bills
   C. insurance premium
   D. All of the Above

Answer

D. All of the Above

8. A joystick is primarily used to/for _____
   A. print text
   B. draw picture
   C. computer gaming
   D. None of the Above

Answer

C. computer gaming

9. The _____ may also be called the screen or monitor.
   A. Scanner
   B. Display
   C. Hard Disk
   D. None of the Above

Answer

B. Display

10.   What type of devices are computer speakers or headphones?
   A. Input
   B. Output
   C. Input/Output
   D. None of the Above

Answer

B. Output

1. Which of these is a pointing and drop device?
   A. Scanner
   B. Printer

C. Keyboard

D. Mouse

Answer

D. Mouse

2. A parallel port is most often used by _____
   A. Scanner
   B. Printer
   C. Keyboard
   D. Mouse

Answer

B. Printer

3. A hard copy would prepared on a _____
   A. Dot matrix Printer
   B. Plotter
   C. Type Writer Terminal
   D. All of the above

Answer

D. All of the above

4. External devices such as printers, keyboards and modems are known as _____
   A. Special Buys
   B. Add on Devices
   C. Peripherals
   D. All of the above

Answer

C. Peripherals

5. The higher the resolution of a monitor, the _____
   A. larger the pixels.
   B. closer together the pixels.
   C. further apart the pixels.
   D. less clear the screen is.

   Answer

   B. closer together the pixels.

6. In laser printers, printing is achieved by deflecting laser beam on to _____ surface of a drum.
   A. Magnetic
   B. Electric
   C. Photosensitive
   D. None of the Above

   Answer

   C. Photosensitive

7. The rate at which scanning is repeated in a CRT is called _____
   A. Resolution
   B. Refresh rate
   C. Bandwidth
   D. None of the Above

   Answer

   B. Refresh rate

8. An example of peripheral equipment is _____
   A. Printer
   B. CPU

C. Spread Sheet

D. None of the Above

Answer

A. Printer

9. Trackball is an example of a/an _____
   A. Output device
   B. Printing device
   C. Pointing device
   D. None of the Above

Answer

C. Pointing device

10. Which is the best position for operating the mouse?
   A. Tail away from the user
   B. Tail facing the right
   C. Tail facing the left
   D. Tail towards the user

Answer

D. Tail towards the user

1. First Computer mouse was built by_____
   A. Douglas Engelbart
   B. William English
   C. Robert Zawacki
   D. Von Neumann

Answer

A. Douglas Engelbart

2. Which of the following is not a hardware?
   A. Processor
   B. Printer
   C. Mouse
   D. Java

   Answer

   D. Java

3. The transfer of data from a CPU to peripheral devices of computer is achieved through _____
   A. Modem
   B. Interface
   C. Buffer
   D. I/O Ports

   Answer

   D. I/O Ports

4. A thin plate or board that contains electronic components is called _____
   A. Hard Disk
   B. RAM
   C. ROM
   D. Circuit Board

   Answer

   D. Circuit Board

5. A _____ is used to create a digital representation of a printed document or photograph.
   A. Video Digitizer
   B. Scanner

C. Monitor

D. None of the Above

Answer

B. Scanner

6. The wheel located between the two standard buttons on a mouse is used to _____
   A. click in Web pages.
   B. scroll.
   C. click and select items.
   D. jump to different Web pages

Answer

B. scroll.

7. Any data and instruction entered in the memory of a computer is_____
   A. Storage
   B. Output
   C. Input
   D. Information

Answer

C. Input

8. Which input device resembles an upside-down mouse?
   A. Trackball
   B. Pointing stick
   C. Track pad
   D. Touch pad

Answer

A. Trackball

9. Bar-code readers use light to read _____
   A. UPCs
   B. UPSs
   C. POSs
   D. optical marks

   Answer

   A. UPCs

10. The display size of a monitor is measured _____
    A. diagonally.
    B. horizontally.
    C. vertically.
    D. None of the Above

    Answer

    A. diagonally.

1. The computer or system peripherals that receives data from processing unit are called _____
   A. Input Devices
   B. Output Devices
   C. Both (A) and (B)
   D. None of the Above

   Answer

   B. Output Devices

2. A displaying screen in which text is presented in one colour and background is of any other colour is called _____
   A. monochrome screen

B. high resolution screen

C. low resolution screen

D. medium resolution screen

Answer

A. monochrome screen

3. LED stands for _____
   A. Low Emission Display
   B. Liquid Emitting Display
   C. Less Emitting Diode
   D. Light Emitting Diode

Answer

D. Light Emitting Diode

4. A marker on the computer screen used to show the current position is called _____
   A. coloured marker
   B. position checker
   C. cursor
   D. None of the Above

Answer

C. cursor

5. Which of the following device is used to enter the text and numerical data in a computer?
   A. Plotter
   B. Scanner
   C. Printer
   D. Keyboard

D. Keyboard

6. Printer resolution is usually measured in _____
   A. Characters Per Minute (CPM)
   B. Pixels Per Inch (PPI)
   C. Pages Per Minute (PPM)
   D. Dots Per Inch (DPI)

D. Dots Per Inch (DPI)

7. _____ is an input device that converts analog information into digital form.
   A. Plotter
   B. Track Ball
   C. Light Pen
   D. Digitizer

D. Digitizer

8. _____ is a special type of optical scanner used to recognize the type of mark made by Pen or Pencil.
   A. Optical Character Reader
   B. Bar code Reader
   C. Optical Mark Reader
   D. None of the Above

C. Optical Mark Reader

9. Which of the following is non-emissive display?
   A. LED
   B. LCD
   C. Both (A) and (B)
   D. None of the Above

   Answer

   B. LCD

10. _____ printers print the characters by striking them on the ribbon which is then pressed on the paper.
    A. Impact
    B. Non Impact
    C. Both (A) and (B)
    D. None of the Above

    Answer

    A. Impact

1. Which input device is used to read information on a credit card?
   A. Graphic Tablet
   B. Numeric Keyboard
   C. Bar Code reader
   D. Magnetic Stripe reader

   Answer

   D. Magnetic Stripe reader

2. LCD stands for _____
   A. Light Crystal Display
   B. Low Crystal Display
   C. Less Crystal Display
   D. Liquid Crystal Display

D. Liquid Crystal Display

3. Which of the following works as mouse?
   A. Keyboard
   B. Scanner
   C. Track ball
   D. None of the Above

C. Track ball

4. The work done by a computer operator is displayed in which part of computer?
   A. CPU
   B. VDU
   C. ALU
   D. None of the Above

B. VDU

5. Which involves photo scanning of the text character by character, analysis of the scanned in image , and then translation of the character image into character code?
   A. OCR
   B. OMR
   C. Bar code Reader
   D. None of the Above

A. OCR

6. In OCR processing, When a character is recognized, it is converted into_____ code.
   A. binary
   B. ASCII
   C. Both (A) and (B)
   D. None of the Above

   Answer

   B. ASCII

7. Laser printers and Ink-jet printers are an example of _____
   A. Impact
   B. Non Impact
   C. Both (A) and (B)
   D. None of the Above

   Answer

   B. Non Impact

8. Which of the following is used as principal flight control in the cockpit of many air crafts?
   A. Graphic Tablet
   B. Joy Stick
   C. Bar Code reader
   D. Magnetic Stripe reader

   Answer

   B. Joy Stick

9. TFT stands for _____
   A. Thick Film Transistor
   B. Thin Film Transistor

C. Thin Film Transmitter

D. Thick Film Transmitter

Answer

B. Thin Film Transistor

10.   Which of the following is used at Point of Sales to input product information?

A. Graphic Tablet

B. MICR

C. Bar Code reader

D. Magnetic Stripe reader

Answer

C. Bar Code reader

1. Which input device is used for inserting pin numbers for credit cards?

A. Graphic Tablet

B. Numeric pad

C. Bar Code reader

D. Magnetic Stripe reader

Answer

B. Numeric pad

2. _____ is a device used for reading bar coded data (contains light and dark lines).

A. Graphic Tablet

B. Numeric pad

C. Bar Code reader

D. Magnetic Stripe reader

3. Which input device is usually a standard feature of laptops?
   A. Graphic Tablet
   B. Numeric Keyboard
   C. touch pad
   D. Magnetic Stripe reader

Answer

C. touch pad

4. _____ are devices that convert electrical energy into light.
   A. Emissive Displays
   B. Non-Emissive Displays
   C. Both (A) and (B)
   D. None of the Above

Answer

A. Emissive Displays

5. Which of the following input device is used in Banks to read magnetised characters on a Cheque?
   A. OCR
   B. MICR
   C. Bar Code reader
   D. Magnetic Stripe reader

Answer

B. MICR

6. _____ printers print the characters without using ribbon and it can print a complete page at a time.
   A. Impact
   B. Non Impact
   C. Both (A) and (B)
   D. None of the Above

   Answer

   B. Non Impact

7. Impact printers can be divided into _____ types.
   A. Four
   B. Six
   C. Three
   D. Two

   Answer

   D. Two

8. _____ printers are the printers that print one character at a time.
   A. Laser
   B. Drum
   C. Chain
   D. Dot Matrix

   Answer

   D. Dot Matrix

9. Which of the following is an example for Character printer?
   A. Laser
   B. Drum

C. Chain

D. Daisy Wheel

Answer

D. Daisy Wheel

10. Which of the following is an example for line printer?
   A. Laser
   B. Drum
   C. Daisy Wheel
   D. Dot Matrix

Answer

B. Drum

1. Non-Impact Printers use _____ technologies.
   A. electrostatic and chemical
   B. thermal
   C. inkjet
   D. All of the Above

Answer

D. All of the Above

2. Which printers produce output by mechanical contact between the print head and paper?
   A. Impact
   B. Non-impact
   C. Both (A) and (B)
   D. None of the Above

Answer

A. Impact

3. _____ is a computer printer for printing vector graphics.
   A. Plotter
   B. Projector
   C. Both (A) and (B)
   D. None of the Above

   Answer

   A. Plotter

4. Plotter can be divided into _____ types.
   A. Three
   B. Six
   C. Four
   D. Two

   Answer

   D. Two

5. The refresh rate of monitor is measured in _____
   A. byte
   B. seconds
   C. Hertz
   D. None of the Above

   Answer

   C. Hertz

6. In DLP Projector, DLP stands for_____
   A. Direct Light Processing
   B. Direct Low Processing
   C. Digital Low Processing
   D. Digital Light Processing

D. Digital Light Processing

7. _____ is an interface for connecting eight or more data wires.
   A. Serial Port
   B. Fire wire
   C. Parallel Port
   D. None of the Above

Answer

C. Parallel Port

8. _____ is a high-speed real-time interface for serial bus and it has data transfer up to 400 Mbps.
   A. Serial Port
   B. Fire wire
   C. Parallel Port
   D. None of the Above

Answer

B. Fire wire

9. _____ transmits one bit of data through a single wire.
   A. Serial Port
   B. Fire wire
   C. Parallel Port
   D. None of the Above

Answer

A. Serial Port

10. Which refers to the diagonal distance between two coloured pixels?
   A. Refresh rate
   B. Dot Pitch
   C. Both (A) and (B)
   D. None of the Above

   Answer

   B. Dot Pitch

1. _____ is an input device that accepts input when the user places a fingertip on the computer screen.
   A. Joy Stick
   B. Light Pen
   C. Trackball
   D. Touch Screen

   Answer

   D. Touch Screen

2. Optical Character Recognition (OCR) is also known as _____
   A. Intelligent Code Recognition
   B. Intermediate Code Recognition
   C. Intermediate Character Recognition
   D. Intelligent Character Recognition

   Answer

   D. Intelligent Character Recognition

3. _____ is a handheld electro-optical pointing device. It is also called mouse pen.
   A. Joy Stick

B. Light Pen

C. Trackball

D. Touch Screen

B. Light Pen

4. Joystick allows movements in _____ directions.

   A. Up and Down

   B. Left an Right

   C. Both (A) and (B)

   D. None of the Above

C. Both (A) and (B)

5. A basic touch screen has three main components. It includes touch sensor, controller and _____

   A. transmitter

   B. receiver

   C. software driver

   D. None of the Above

C. software driver

6. _____ an external bus standard used for transferring data to and from digital devices.

   A. Serial Port

   B. Firewire

   C. Parallel Port

   D. USB

D. USB

7. _____ printer is also called pin printer.
   A. Laser
   B. Drum
   C. Daisy Wheel
   D. Dot Matrix

D. Dot Matrix

8. Which of the following is also known as reflective scanner?
   A. Handheld scanner
   B. Flatbed scanner
   C. Drum scanner
   D. None of the Above

B. Flatbed scanner

9. A scanner that is moved by hand over the material being captured is known as _____
   A. Sheetfed scanner
   B. Flatbed scanner
   C. Drum scanner
   D. Handheld scanner

D. Handheld scanner

10. MICR reads the characters by examining their shapes in _____ form.

A. binary

B. ASCII

C. matrix

D. None of the Above

Answer

C. matrix

1. Where would you find the letters "QWERTY"?
   A. Joy Stick
   B. Light Pen
   C. Numeric Pad
   D. Keyboard

Answer

D. Keyboard

2. What does a light pen contain?
   A. lead
   B. ink
   C. light sensing elements
   D. None of the Above

Answer

C. light sensing elements

3. _____ is a protocol designed for recording and playing back music on digital synthesizers.
   A. Musical Interface
   B. Graphical User Interface (GUI)
   C. Musical Digital Instrument Interface (MIDI)
   D. None of the Above

C. Musical Digital Instrument Interface (MIDI)

4. Which is an interactive device that facilitates touch sensation and fine-motion control in Robotics and Virtual reality?
   A. Light Pen
   B. Joystick
   C. Data Glove
   D. None of the Above

C. Data Glove

5. Special I/O devices such as, Joy stick, Data Glove are involved in _____ applications.
   A. Photonics
   B. Haptics
   C. Agnostic
   D. None of the Above

B. Haptics

Haptics – Science of applying touch sensation and control to interact with computer applications

6. Which device typically attachable to computer keyboard that allows a blind people to read?
   A. Light Pen
   B. Joystick
   C. Touch screen
   D. Braille display

D. Braille display

7. Many Dot Matrix printers are _____
   A. uni-directional
   B. bi-directional
   C. multi-directional
   D. None of the Above

   Answer

   B. bi-directional

8. Which is a hardware component or system of components that allows a human being to interact with a computer?
   A. Interface device (IDF)
   B. Graphical User Interface (GUI)
   C. Musical Digital Instrument Interface (MIDI)
   D. None of the Above

   Answer

   A. Interface device (IDF)

9. Which is an escape code language used to send commands to the printer for printing documents?
   A. Postscript
   B. PCL
   C. Both (A) and (B)
   D. None of the Above

   Answer

   B. PCL

10.   PCL stands for _____
   A. Print Code Language

B. Printer Code Language

C. Printer Character Language

D. Printer Command Language

Answer

D. Printer Command Language

1. _____ is a printer language that uses English phrases and programmatic constructions to describe the appearance of a printed page to the printer.
   A. Postscript
   B. PCL
   C. Both (A) and (B)
   D. None of the Above

Answer

A. Postscript

2. _____ is a device which recognises physical or behavioural traits of the individual.
   A. Smart Card Reader
   B. Optical Character Reader(OCR)
   C. Optical Mark Reader(OCR)
   D. Biometric Sensor

Answer

D. Biometric Sensor

3. Printer resolution is a numerical measure of print quality that is measured in _____
   A. Pages Per Minute (PPM)
   B. Lines Per Minute (LPM)

C. Characters Per Second (CPS)

D. Dots Per Inch (DPI)

D. Dots Per Inch (DPI)

4. The toner or ink in a Laser printer is_____

   A. dry

   B. wet

   C. Either (A) or (B)

   D. None of the Above

A. dry

5. A thermal transfer printer is a _____ printer that uses heat to register an impression on paper.

   A. Impact

   B. Non-impact

   C. Both (A) and (B)

   D. None of the Above

B. Non-impact

6. Thermal transfer printer can be divided into _____ types.

   A. Three

   B. Four

   C. Six

   D. Two

D. Two

Direct Thermal Printer, Thermal Wax transfer Printer

7. Direct Thermal printer does not use _____
   A. heat
   B. coated paper
   C. ribbon
   D. None of the Above

   Answer

   C. ribbon

8. Which of the following type of printer uses a thermal transfer ribbon that contains wax-based ink?
   A. Direct Thermal
   B. Thermal Wax transfer
   C. Both (A) and (B)
   D. None of the Above

   Answer

   B. Thermal Wax transfer

9. _____ is a device that performs a variety of functions that would otherwise be carried out by separate peripheral devices.
   A. Single Function Peripheral
   B. Multi Function Peripheral
   C. Dual Function Peripheral
   D. None of the Above

   Answer

   B. Multi Function Peripheral

10.   Impact printer(s) is/are _____

A. Dot Matrix printer

B. Line printer

C. Daisy Wheel printer

D. All of the Above

Answer

D. All of the Above

1. The term _____ refers to data storage systems that make it possible for a computer or electronic device to store and retrieve data.

A. input technology

B. output technology

C. storage technology

D. None of the Above

Answer

C. storage technology

2. _____ is the time from the start of one storage device access to the time when the next access can be started.

A. Mode

B. Access time

C. capacity

D. None of the Above

Answer

B. Access time

3. The memory unit that communicates directly with the CPU is called _____

A. Secondary or Auxiliary Memory

B. Primary or Main Memory

C. Both (A) and (B)

D. None of the Above

Answer

B. Primary or Main Memory

4. Which memory stores large amount of data and the data can not be processed directly by the CPU?

A. Secondary or Auxiliary Memory

B. Primary or Main Memory

C. Both (A) and (B)

D. None of the Above

Answer

A. Secondary or Auxiliary Memory

5. Which of the following is/are hard disk performance parameter?

A. Seek time

B. Latency period

C. Access time

D. All of the above

Answer

D. All of the above

6. A disk's content that is recorded at the time of manufacture and that cannot be changed or erased by the user is _____

A. Write only

B. Read Only

C. Both (A) and (B)

D. None of the Above

B. Read Only

7. Which of the following memories uses a MOS capacitor as its memory cell?
   A. SRAM
   B. DRAM
   C. ROM
   D. FIFO

B. DRAM

8. A nibble is equal to _____
   A. 4 bits
   B. 8 bits
   C. 16 bits
   D. 32 bits

A. 4 bits

9. A byte can represent any number between 0 and _____
   A. 312
   B. 255
   C. 1024
   D. 1025

B. 255

10.   Which of the following memory chip is faster?
   A. DRAM

B. SRAM

C. Both (A) and (B)

D. None of the Above

Answer

B. SRAM

1. The term 'giga byte' equals to _____
   A. 1024 byte
   B. 1024 KB
   C. 1024 GB
   D. 1024 MB

Answer

D. 1024 MB

2. _____ is a data area shared by hardware devices or program processes that operate at different speeds or with different sets of priorities.
   A. Flash memory
   B. Virtual memory
   C. Buffer
   D. None of the Above

Answer

C. Buffer

3. _____ is the transfer of computer data from a temporary storage area to the computer's permanent memory.
   A. Flash
   B. Virtual
   C. Buffer Flush
   D. None of the Above

C. Buffer Flush

4. Which is a general term for all forms of solid state memory that do not need to have their memory contents periodically refreshed.
   A. Volatile memory
   B. Non Volatile memory
   C. Both (A) and (B)
   D. None of the Above

   Answer

   B. Non Volatile memory

5. _____is computer storage that only maintains its data while the device is powered.
   A. Volatile memory
   B. Non Volatile memory
   C. Both (A) and (B)
   D. None of the Above

   Answer

   A. Volatile memory

6. _____ is a type of non-volatile memory that erases data in units called blocks.
   A. Flash memory
   B. Virtual memory
   C. Buffer
   D. None of the Above

   Answer

A. Flash memory

7. _____is a feature of an operating system that allows a computer to compensate for shortages of physical memory by temporarily transferring pages of data from RAM to disk storage.
   A. Flash memory
   B. Virtual memory
   C. Buffer
   D. None of the Above

   Answer

   B. Virtual memory

8. _____ is the process of dividing the disk into tracks and sectors.
   A. Formatting
   B. Tracking
   C. Allotting
   D. None of the Above

   Answer

   A. Formatting

9. The primary device that a computer uses to store information is _____
   A. Floppy Disk
   B. Monitor
   C. Hard Drive
   D. None of the Above

   Answer

   C. Hard Drive

10.   A removable magnetic disk that holds information is
_____
A. Floppy Disk
B. Hard Drive
C. Monitor
D. None of the Above

Answer

A. Floppy Disk

1. Which of the following is a type of RAM used specifically for
video adapters or 3D accelerators?
A. DRAM
B. SRAM
C. SGRAM
D. VRAM

Answer

D. VRAM (Video RAM)

2. Which of the following is clock-synchronized RAM that is used
for video memory?
A. DRAM
B. SRAM
C. SGRAM
D. None of the Above

Answer

C. SGRAM (Synchronous Graphics RAM)

3. _____is a copy of Basic Input/Output Operating System
(BIOS) routines from Read Only Memory (ROM) into a special
area of RAM so that they can be accessed more quickly.

A. Dynamic RAM

B. Shadow RAM

C. Synchronous Graphics RAM

D. Video RAM

Answer

B. Shadow RAM

4. Which memory does not use capacitor in its memory cell?

A. SRAM

B. DRAM

C. ROM

D. None of the Above

Answer

A. SRAM

5. Information stored in RAM need to be _____

A. Check

B. modify

C. refresh periodically

D. None of the Above

Answer

C. refresh periodically

6. Memory is made up of _____

A. set of wires

B. large number of cells

C. set of circuits

D. None of the Above

Answer

B. large number of cells

7. _____ is the ability of a device to 'jump' directly to the requested data
   A. Sequential access
   B. Random access
   C. Quick access
   D. None of the Above

   Answer

   B. Random access

8. Virtual memory is _____
   A. an extremely large main memory
   B. an extremely large secondary memory
   C. a type of used in super computers
   D. an illusion of extremely large main memory

   Answer

   D. an illusion of extremely large main memory

9. Which of the following is an example of optical disk?
   A. Magnetic disk
   B. Memory disk
   C. Digital Versatile Disk
   D. None of the Above

   Answer

   C. Digital Versatile Disk

10.   Cache and main memory will not be able to hold their contents when the power is off. They are _____
   A. Static

B. Dynamic

C. Non Volatile

D. Volatile

Answer

D. Volatile

1. The hardware in which data may be stored for a computer system is called _____
   A. Registers
   B. Bus
   C. Control Unit
   D. Memory

Answer

D. Memory

2. Which of the following memory is capable of operating at electronics speed?
   A. Magnetic disk
   B. Magnetic drum
   C. Semiconductor memory
   D. None of the Above

Answer

C. Semiconductor memory

3. Memories in which any location can be reached in a fixed amount of time after specifying its address is called _____
   A. Sequential Access Memory
   B. Random Access Memory
   C. Quick Access Memory
   D. Mass storage

B. Random Access Memory

4. Which of the following is the user programmed semiconductor memory?
   A. SRAM
   B. DRAM
   C. EPROM
   D. None of the Above

C. EPROM

5. _____ is a type of non-volatile memory composed of a thin layer of material that can be easily magnetized in only one direction.
   A. Bubble memory
   B. RAM
   C. SRAM
   D. None of the Above

A. Bubble memory

6. The magnetic storage chips used to provide non-volatile direct access storage of data and that have no moving parts are known as_____
   A. Magnetic core memory
   B. Magnetic tape memory
   C. Magnetic disk memory
   D. Magnetic bubble memory

D. Magnetic bubble memory

7. _____ is a very high speed memory placed in between RAM and CPU.
   A. Magnetic disk
   B. Magnetic drum
   C. Virtual memory
   D. Cache memory

   Answer

   D. Cache memory

8. EDODRAM stands for _____
   A. Extended Digital Output Dynamic RAM
   B. Extended Dynamic Output Digital RAM
   C. Extended Data Output Digital RAM
   D. Extended Data Output Dynamic RAM

   Answer

   D. Extended Data Output Dynamic RAM

9. A byte is a collection of _____
   A. 4 bits
   B. 12 bits
   C. 6 bits
   D. 8 bits

   Answer

   D. 8 bits

10. Which of the following terms is the most closely related to main memory?
    A. Non Volatile

B. Permanent

C. Temporary

D. None of the Above

Answer

C. Temporary

1. Under virtual storage _____
   A. Two or more programs are stored in primary storage
   B. Only active pages of a program in primary storage
   C. Inter-program, interference may occur
   D. None of the Above

Answer

B. Only active pages of a program in primary storage

2. Comparing with secondary storage, primary storage is _____
   A. Slow and expensive
   B. Slow and inexpensive
   C. Fast and inexpensive
   D. Fast and expensive

Answer

D. Fast and expensive

3. Technique of placing software/programs in a ROM semiconductor chip is called _____
   A. PROM
   B. EPROM
   C. Firmware
   D. None of the above

Answer

C. Firmware

4. The _____ can be programmed one time either the manufacturer or the computer user.Once programmed it cannot be modified.
   A. PROM
   B. EPROM
   C. RAM
   D. ROM

   Answer

   D. ROM

5. Technique to implement virtual memory where memory is divided into units of fixed size memory is _____
   A. Paging
   B. De-fragments
   C. Segmentation
   D. None of the above

   Answer

   A. Paging

6. Storage device where time to retrieve stored information is independent of address where it is stored is called _____
   A. Random Access Memory
   B. Secondary Memory
   C. System
   D. None of the above

   Answer

   A. Random Access Memory

7. A memory in CPU that holds program instructions, input data, intermediate results and the output information produced during processing is _____
   A. System
   B. Primary Memory
   C. Secondary Memory
   D. None of the above

   Answer

   B. Primary Memory

8. Technique of using disk space to make programs believe that the system contains more Random Access Memory(RAM) than is actually available is called _____
   A. Random Access Memory
   B. Primary Memory
   C. Secondary Memory
   D. Virtual Memory

   Answer

   D. Virtual Memory

9. CPU performs read/write operations at any point in time in _____
   A. PROM
   B. EPROM
   C. RAM
   D. ROM

   Answer

   B. EPROM

10. A storage device or medium where the access time is dependent upon the location of the data is called _____
   A. Parallel access
   B. Serial access
   C. Both (A) and (B)
   D. None of the above

   Answer

   B. Serial access

1. The instructions for starting the computer are house on _____
   A. Hard Disk
   B. CD-ROM
   C. Read Only Memory chip
   D. All of the above

   Answer

   C. Read Only Memory chip

2. EAROM stands for _____
   A. Electrically Altered Read Only Memory
   B. Electrically Accepted Read Only Memory
   C. Electronically Alterable Read Only Memory
   D. Electrically Alterable Read Only Memory

   Answer

   D. Electrically Alterable Read Only Memory

3. _____ is a method of storing data bits using magnetic charges instead of the electrical charges used by DRAM.
   A. VRAM
   B. WRAM

C. MRAM

D. None of the above

Answer

C. MRAM

Magneto resistive RAM

4. _____ is a high-performance video RAM that is dual ported.
   A. VRAM
   B. WRAM
   C. MRAM
   D. None of the above

Answer

B. WRAM

Window RAM

5. _____ is RAM that combines the fast read and write access of Dynamic RAM
   A. VRAM
   B. WRAM
   C. MRAM
   D. FRAM

Answer

D. FRAM

Ferroelectric RAM

6. _____is a form of non-volatile storage that operates by changing the resistance of a specially formulated solid dielectric material.
   A. VRAM
   B. WRAM

C. MRAM

D. RRAM

Answer

D. RRAM

Resistive RAM

7. Which of the following memories has the shortest access time?
   A. Cache memory
   B. Magnetic Bubble Memory
   C. Magnetic Core Memory
   D. None of the above

Answer

A. Cache memory

8. Which of the following is mandatory for every disk?
   A. root
   B. sub
   C. bare
   D. None of the above

Answer

A. root

9. Which of the following is the smallest measure of storage?
   A. KB
   B. MB
   C. TB
   D. Byte

Answer

D. Byte

10. Kilobyte equals to how many bytes?
    A. 1000
    B. 1064
    C. 1024
    D. None of the above

Answer

C. 1024

1. _____ is a generic term for organized collection of computer data and instructions.
    A. firmware
    B. Software
    C. hardware
    D. None of the above

Answer

B. Software

2. Software refers to _____
    A. firmware
    B. physical components that a computer is made of
    C. programs
    D. None of the above

Answer

C. programs

3. Software can be categorized as _____
    A. Firmware and Hardware
    B. System software and Firmware
    C. Application software and Hardware
    D. System software and Application Software

D. System software and Application Software

4. This type of software works with end users, application software and computer hardware to handle the majority of technical details.
   A. Communications software
   B. Application software
   C. Utility software
   D. System software

D. System software

5. _____ programs perform day to day tasks related to the maintenance of the computer system.
   A. Operating system
   B. System Utilities
   C. Language translators
   D. Application software

System Utilities

6. Application software
   A. is designed to help programmers
   B. is used to control the operating System
   C. performs specific task for computer users
   D. is used for making design only

C. performs specific task for computer users

7. It is the set of programs that enables your computers hardware device and application software to work together.
   A. Operating system
   B. Helper software
   C. System software
   D. Application software

   Answer

   C. System software

8. Which of the following is/are an example(s) of System Software?
   A. Device Drivers
   B. Language translators
   C. System Utilities
   D. All of the above

   Answer

   D. All of the above

9. _____ is the first layer of software loaded into computer memory when it starts up.
   A. Device Drivers
   B. Language translators
   C. System Utilities
   D. Operating system

   Answer

   D. Operating system

10. _____ are system programs, which are responsible for proper functioning of devices.
    A. Device Drivers

B. Language translators

C. System Utilities

D. Operating system

Answer

A. Device Drivers

1. A _____ helps in converting programming languages to machine language.
   A. Operating system
   B. System Utilities
   C. Language translator
   D. Application software

Answer

C. Language translator

2. Which of the following is/are example(s) of an Operating System?
   A. UNIX
   B. Linux
   C. Windows XP
   D. All of the above

Answer

D. All of the above

3. Language Translators can be divided into three major categories.They are _____
   A. Compiler, Operating System and Assembler
   B. Compiler, Device Driver and Assembler
   C. Compiler, Interpreter and System Utility
   D. Compiler, Interpreter and Assembler

D. Compiler, Interpreter and Assembler

4. Which of the following language is the closest to the machine code?
   A. Compiler
   B. Interpreter
   C. Assembler
   D. None of the above

C. Assembler

5. Which analyses and executes the source code in line-by-line manner, without looking at the entire program?
   A. Compiler
   B. Interpreter
   C. Assembler
   D. None of the above

B. Interpreter

6. A _____ is a special program that processes statements written in a particular programming language and turns them into machine language.
   A. Compiler
   B. Device Driver
   C. Assembler
   D. None of the above

A. Compiler

7. _____ is a software used to compose, format, edit, and print electronic documents.
   A. Spreadsheets
   B. Word Processor
   C. Image Editors
   D. None of the above

   Answer

   B. Word Processor

8. Which of the following is/are example(s) of Word Processors?
   A. Microsoft Word
   B. WordPerfect
   C. Both (A) and (B)
   D. None of the above

   Answer

   C. Both (A) and (B)

9. _____are designed specifically for capturing, creating, editing and manipulating images?
   A. Spreadsheets
   B. Word Processor
   C. Image Editors
   D. None of the above

   Answer

   C. Image Editors

10.   Which of the following is/are example(s) of Spreadsheets?
   A. Microsoft Excel

B. Lotus 1-2-3

C. Both (A) and (B)

D. None of the above

Answer

C. Both (A) and (B)

1. Which refers to any program that is not copy righted?
   A. Freeware
   B. Shareware
   C. Open Source Software
   D. Public Domain Software

Answer

D. Public Domain Software

2. Which term is commonly used for copyrighted software given away free by its author?
   A. Freeware
   B. Shareware
   C. Open Source Software
   D. Public Domain Software

Answer

A. Freeware

3. _____ is the software which comes with the permission for people to redistribute copies for a limited period.
   A. Freeware
   B. Shareware
   C. Open Source Software
   D. Public Domain Software

B. Shareware

4. Linux is a type of _____
   A. Freeware
   B. Shareware
   C. Open Source Software
   D. Public Domain Software

C. Open Source Software

5. Which of the following is application software?
   A. Database Management System
   B. Spreadsheets
   C. Image Editor
   D. All of the above

D. All of the above

6. _____ is a combination of software permanently stored in the memory.
   A. Freeware
   B. Shareware
   C. Open Source Software
   D. Firmware

D. Firmware

7. _____ represents the majority of software purchased from software publishers.

A. Commercial Software

B. Proprietary Software

C. Open Source Software

D. Firmware

Answer

A. Commercial Software

8. Which of the following software is also called as Closed Source Software?

A. Commercial Software

B. Proprietary Software

C. Open Source Software

D. Firmware

Answer

B. Proprietary Software

9. _____ is a collection of one or more files that correct flaws in the performance, reliability or security of a specific software product.

A. Software Update

B. Software Piracy

C. Software patch

D. None of the above

Answer

C. Software patch

10. Which of the following is System Software?

A. Microsoft Word

B. Microsoft Excel

C. Adobe Photoshop

D. Windows 7

Answer

D. Windows 7

1. Which of the following is/are example(s) of Image Editors?
   A. Adobe photoshop
   B. Adobe Illustrator
   C. CorelDraw
   D. All of the above

Answer

D. All of the above

2. _____ distributed as freeware, but it requires the user to view advertisements to use the software.
   A. Adware
   B. Abandonware
   C. Donationware
   D. All of the above

Answer

A. Adware

3. Adware is some times called _____
   A. Shareware
   B. Abandonware
   C. Donationware
   D. Spyware

Answer

D. Spyware

4. _____ is the unauthorized copying of an organization's internally developed software or the illegal duplication of commercially available software.
   A. Software license
   B. Software Piracy
   C. Both (A) and (B)
   D. None of the above.

   Answer

   B. Software Piracy

5. Which of the following activity can be termed as Software Piracy?
   A. Softloading
   B. Hard Disk loading
   C. Internet Downloading
   D. All of the above

   Answer

   D. All of the above

6. _____ means sharing a program with someone who is not authorized by the license agreement to use it.
   A. Softloading
   B. Hard Disk loading
   C. Internet Downloading
   D. Renting

   Answer

   D. All of the above

7. EULA is a legal agreement between a software producer and a user. What does EULA stand for?

A. Exit User License Agreement

B. Exit Utility License Agreement

C. End Utility License Agreement

D. End User License Agreement

Answer

D. End User License Agreement

8. If you borrow and copy a friend's software in violation of the licensing agreement, what kind of piracy is that?
   A. Internet Downloading
   B. Hard Disk loading
   C. Softloading
   D. Renting

Answer

C. Softloading

9. Softloading is also called _____
   A. End User Piracy
   B. Softlifting
   C. Both (A) and (B)
   D. None of the above.

Answer

C. Both (A) and (B)

10. _____ is a content distribution protocol enables efficient software distribution and peer-to-peer sharing of very large files by enabling users to serve as network redistribution points.
    A. Freeware
    B. BitTorrent

C. CorelDraw

D. None of the above.

Answer

B. BitTorrent