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Default for Software Requirements Engineering

Default for Software Requirements Engineering/Module 03-04

1. (.....) is a computer that serves the data to other computers and users (clients).

a. (100%) server

b. (0%) Mobile computer

c. (0%) Micro computer

d. (0%) Mini Computer

01 (Multiple choice / One answer only)

---

2. (.....) that is capable or run for 24 × 7 to provide data and information to their users continuously.Example, whatever we search in Google.

a. (100%) Dedicated servers

b. (0%) Non-Dedicated servers

c. (0%) Super Computers

d. (0%) Micro computers

02 (Multiple choice / One answer only)

---

3. (.....) It is the kind of a server where its program is installed in a normal computer or laptop, then that computer will also work as a server, so they are not available to work 24 hours a day. It is used in limited places like home, hospitals, colleges, schools, offices, etc. which we also call local networks.

a. (100%) Non-Dedicated Server

b. (0%) Dedicated Server

c. (0%) Micro computers

d. (0%) Mobile computers

03 (Multiple choice / One answer only)

---

4. (.....) They are the largest, fastest, most powerful, and most expensive type of computers.

a. (100%) Super Computers

b. (0%) Mini Computers

c. (0%) Workstations

d. (0%) Mainframe Computer

05 (Multiple choice / One answer only)

---

5. (.....) They are smaller in size , price, capacity and lower processing speed than mainframe.It is a multi-user computer capable of supporting from 10 to hundreds of users simultaneously

a. (100%) Mini Computers

b. (0%) Super Computers

c. (0%) Mainframe Computers

d. (0%) Micro Computers

06 (Multiple choice / One answer only)

---

6. (.....) is an expensive and powerful desktop computer. It is geared for work that requires intense calculations and graphics capabilities

a. (100%) Workstation

b. (0%) Mini Computers

c. (0%) Micro Computers

d. (0%) Tablet computers

07 (Multiple choice / One answer only)

---

7. (.....) a handheld device that combines computing, telephone/fax, and networking features. Many devices now have basic database, word-processing and spreadsheet facilities.

a. (100%) Personal Digital Assistants(PDAs)

b. (0%) Micro Computers

c. (0%) Mini Computers

d. (0%) Mobile computers

08 (Multiple choice / One answer only)

8. (.....) is a device that extends the area covered by a LAN by dividing the LAN into segments and connecting these segments together

a. (100%) Repeater
b. (0%) Hubs
c. (0%) Switch
d. (0%) Router

10 (Multiple choice / One answer only)

9. (.....) are very simple devices that connect network components, sending a packet of data to all other connected devices.

a. (100%) Hubs
b. (0%) Repeater
c. (0%) Gateway
d. (0%) Modem

11 (Multiple choice / One answer only)

10. (.....) has more intelligence than a hub and can filter and forward data to a specified destination on the network.

a. (100%) Switch
b. (0%) Router
c. (0%) Modem
d. (0%) Gateway

12 (Multiple choice / One answer only)

11. (.....) is an internetworking device connecting two or more networks with all networks following the same set of protocols. It is used to communicate with another network, such as the Internet

a. (100%) Router
b. (0%) Switch
c. (0%) Network bridge
d. (0%) Hubs

13 (Multiple choice / One answer only)

12. (.....) is a router connecting two or more networks that do not follow the same set of protocols. Thus, it performs the additional task of protocol mapping

a. (100%) Gateway
b. (0%) Network bridge
c. (0%) Modem
d. (0%) Router

14 (Multiple choice / One answer only)

13. (.....) is a computer networking device that creates a single aggregate network from multiple communication networks or network segments. In other words, it can connect two or more networks

a. (100%) Network bridge
b. (0%) Gateway
c. (0%) Repeater
d. (0%) Router

15 (Multiple choice / One answer only)

14. (.....) stands for modulator-demodulator, modulates digital to analog, and demodulates analog into digital

a. (100%) Modem
b. (0%) Hubs
c. (0%) Switch
d. (0%) Gateway

16 (Multiple choice / One answer only)

15. (.....) is designed to connect personal computers and other digital devices within a 500-meter radius.

a. (100%) local area network (LAN)

b. (0%) Metropolitan area network (MAN)

c. (0%) Wide area networks (WANs)

d. (0%) Wireless sensor networks (WSNs)

20 (Multiple choice / One answer only)

---

16. (.....) is a network that spans city and its major suburbs.

a. (100%) Metropolitan area network (MAN)

b. (0%) Wide area networks (WANs)

c. (0%) Local area network (LAN)

d. (0%) Wireless sensor networks (WSNs)

23 (Multiple choice / One answer only)

---

17. (.....) span broad geographical distances - entire regions, states, continents, or the entire globe.

a. (100%) Wide area networks (WANs)

b. (0%) Metropolitan area network (MAN)

c. (0%) Local area network (LAN)

d. (0%) Wireless sensor networks (WSNs)

24 (Multiple choice / One answer only)

---

18. (.....) refers to a model of computing that provides access to a shared pool of computing resources (computers, storage, applications, and services) virtually over a network, often the Internet.

a. (100%) Cloud computing

b. (0%) Cloud infrastructure

c. (0%) Cloud platform

d. (0%) Cloud software

29 (Multiple choice / One answer only)

---

19. (.....) as a service Customers use processing, storage, networking, and other computing resources from cloud service providers to run their information systems.

a. (100%) Cloud infrastructure

b. (0%) Cloud computing

c. (0%) Cloud platform

d. (0%) Cloud software

30 (Multiple choice / One answer only)

---

20. (.....) as a service Customers use infrastructure and programming tools supported by the cloud service provider to develop their own applications.

a. (100%) Cloud platform

b. (0%) Cloud infrastructure

c. (0%) Cloud computing

d. (0%) Cloud software

31 (Multiple choice / One answer only)

---

21. (.....) as a service Customers use software hosted by the vendor on the vendor's cloud infrastructure and delivered over a network.

a. (100%) Cloud software

b. (0%) Cloud platform

c. (0%) Cloud computing

d. (0%) Cloud infrastructure

32 (Multiple choice / One answer only)

---

22. Types of Servers Non-Dedicated Server, Dedicated Server .

a. True

b. False

04 (True/False)

---

23. A computer network is a collection of computers and other devices all communicating with one another.

a. True

b. False

09 (True/False)

---

24. Firewall programs block access to a PC from outside computers and enable each user to specify which programs on his or her PC are allowed to have access to the Internet.

a. True

b. False

17 (True/False)

---

25. An Internet service provider (ISP) is a commercial organization with a permanent connection to the Internet that sells temporary connections to retail subscribers

a. True

b. False

18 (True/False)

---

26. A protocol is a set of rules and procedures governing transmission of information between two points in a network

a. True

b. False

18 (True/False)

---

27. In Ring topology all devices on the network connect to a single hub and all network traffic flows through the hub. (client/server network).

a. True

b. False

21 (True/False)

---

28. A Star topology connects network components in a closed loop. (peer to peer network)

a. True

b. False

22 (True/False)

---

29. Hypertext Transfer Protocol (HTTP) formats documents and incorporates dynamic links to other documents and pictures stored in the same or remote computers

a. True

b. False

25 (True/False)

---

30. Hypertext Markup Language (HTML) The communications standard used to transfer pages on the Web.

a. True

b. False

26 (True/False)

---

31. Uniform Resource Locator (URL) Addresses of Web pages. Example: http://www.eelu.edu.eg/

a. True

b. False

27 (True/False)

---

32. Search engines is software programs using keyword indexes.

a. True

b. False

28 (True/False)

---

33. Wireless sensor networks (WSNs) are networks of interconnected wire devices that are embedded into the physical environment to provide measurements of many points over large spaces.

a. True

b. False

33 (True/False)

---

34. Radio Frequency Identification (RFID) systems provide powerful technology for tracking the movement of goods throughout the supply chain. Its common use is in inventory control and supply chain management.

a. True

b. False

34 (True/False)

---

35. Bandwidth is range of frequencies that can be accommodated on a particular telecommunications channel

a. True

b. False

35 (True/False)

---

36. Digital signal is a continuous waveform that passes through a communications medium and has been used for voice communication through telephone, or speakers that your ear can hear.

a. True

b. False

36 (True/False)

---

37. Analog signal is a discrete, binary waveform that communicate information as strings of one bit and zero bits, which are represented as on-off electrical pulses, used in computers.

a. True

b. False

37 (True/False)

---

38. IP (Internet Protocol) can handles the movement of data between computers. It establishes a connection between the computers, sequences the transfer of packets, and acknowledges the packets sent.

a. True

b. False

38 (True/False)

---

39. TCP (Transmission Control Protocol) is responsible for the delivery of packets and includes the disassembling and reassembling of packets during transmission.

a. True

b. False

39 (True/False)

---

40. Internet layer It is responsible for addressing, routing, and packaging data packets called IP datagrams.

a. True

b. False

40 (True/False)

---

01 (Multiple choice / One answer only)

---

41. (.....)is the computer's physical components which includes Central Processing Unit ,Memory ,Input Devices ,Output Devices ,Secondary Storage Devices

a. **(0%)** Input

b. **(0%)** Output

c. **(100%)** Hardware

d. **(0%)** Software

02 (Multiple choice / One answer only)

---

42. (.....) is the main case of the computer that contains electronic components of the computer used to process data.

a. **(100%)** System Unit

b. **(0%)** Computer Screen

c. **(0%)** Computer Processor

d. **(0%)** Memory

03 (Multiple choice / One answer only)

---

43. (.....) is the flat electronic board that hosts most of the computer chips.

a. (100%) Motherboard
b. (0%) Processor
c. (0%) Memory
d. (0%) Keyboard

04 (Multiple choice / One answer only)

---

44. The microprocessor chip is mounted onto a (.....).

a. (100%) Motherboard
b. (0%) Memory
c. (0%) GPU
d. (0%) Microsoft Windows

05 (Multiple choice / One answer only)

---

45. (.....) is responsible for processing data and programs.

a. (100%) CPU
b. (0%) GPU
c. (0%) Memory
d. (0%) Hard Disk

06 (Multiple choice / One answer only)

---

46. (.....) means performing the actions requested by program instructions.

a. (100%) Processing Programs
b. (0%) Installing Programs
c. (0%) Uninstalling Progams
d. (0%) Programming

07 (Multiple choice / One answer only)

---

47. The (.....) is the component of the processor that directs and coordinates most of the operations in the computer.

a. (100%) control unit
b. (0%) screen
c. (0%) memory
d. (0%) graphics processor

08 (Multiple choice / One answer only)

---

48. (.....) is the process of obtaining a program instruction or data item from memory.

a. (100%) Fetching
b. (0%) Decoding
c. (0%) Executing
d. (0%) Storing

09 (Multiple choice / One answer only)

---

49. (.....) is the process of translating the instruction into signals that the computer can execute.

a. (0%) Fetching
b. (100%) Decoding
c. (0%) Executing
d. (0%) Storing

10 (Multiple choice / One answer only)

---

50. (.....) is the process of carrying out the commands.

a. (0%) Fetching
b. (0%) Decoding
c. (100%) Executing
d. (0%) Storing

11 (Multiple choice / One answer only)

---

51. (.....), in this context, means writing the result to memory (not to a storage medium).

a. (0%) Fetching

b. (0%) Decoding

c. (0%) Executing

d. (100%) Storing

12 (Multiple choice / One answer only)

---

52. (.....), the processor can process multiple instructions at one time. For instance, the processor begins fetching a second instruction before it completes the machine cycle for the first instruction.

a. (100%) Pipelining

b. (0%) Hibernating

c. (0%) Powering-up

d. (0%) Task Scheduling

13 (Multiple choice / One answer only)

---

53. (.....) that use pipelining are faster.

a. (100%) Processors

b. (0%) Memories

c. (0%) Screens

d. (0%) Keyboards

14 (Multiple choice / One answer only)

---

54. A (.....) processor is a single chip with two or more separate processor cores.

a. (0%) single-core

b. (100%) multi-core

c. (0%) quad-core

d. (0%) dual-core

15 (Multiple choice / One answer only)

---

55. A (.....) processor is a chip with two separate processor cores.

a. (100%) dual-core

b. (0%) quad-core

c. (0%) single-core

d. (0%) multi-core

16 (Multiple choice / One answer only)

---

56. A (.....) processor is a chip with four separate processor cores.

a. (100%) quad-core

b. (0%) single-core

c. (0%) multi-core

d. (0%) dual-core

17 (Multiple choice / One answer only)

---

57. (.....) are high-speed small-size storage locations within the CPU, that temporarily hold data and instructions.

a. (0%) RAMs

b. (100%) Registers

c. (0%) SSDs

d. (0%) Latches

18 (Multiple choice / One answer only)

---

58. (.....) , that stores the address of the next program instruction to be executed

a. (0%) Address Register (AR)

b. (100%) Program Counter (PC)

c. (0%) Instruction Register (IR)

d. (0%) Accumulator

19 (Multiple choice / One answer only)

59. (.....) , that stores the program instruction to be executed.

a. (0%) Address Register (AR)

b. (0%) Program Counter (PC)

c. (100%) Instruction Register (IR)

d. (0%) Accumulator

20 (Multiple choice / One answer only)

60. (.....) consists of electronic components that store instructions waiting to be executed by the processor, data needed by those instructions, and the results of processing the data (information).

a. (100%) Memory

b. (0%) Hard Disk

c. (0%) ROM

d. (0%) Screen

21 (Multiple choice / One answer only)

61. The system unit contains of (.....)

a. (0%) Non Volatile Memory

b. (0%) Volatile Memory

c. (100%) Volatile Memory and Non Volatile Memory

22 (Multiple choice / One answer only)

62. RAM is (.....) , which means it loses its contents when the power is removed from the computer.

a. (100%) volatile

b. (0%) non volatile

23 (Multiple choice / One answer only)

63. Memory (.....) , is the number of data bits that can be accessed at a time.

a. (0%) size

b. (100%) word size

c. (0%) length

d. (0%) capacity

24 (Multiple choice / One answer only)

64. (.....) is measured by the amount of time needed by a processor to read one memory word.

a. (100%) Memory Speed / Access Time

b. (0%) Memory Capacity / Size

c. (0%) Cache Memory Size

d. (0%) Memory Bus

25 (Multiple choice / One answer only)

65. (.....)can only be read from and it cannot be written to.

a. (0%) RAM

b. (100%) ROM

c. (0%) Memory

d. (0%) Hard Disk

26 (Multiple choice / One answer only)

66. ROM is (.....) meaning that its contents are not erased (lost) when the computer is shut down or when power goes off.

a. (0%) Volatile

b. (100%) Non-Volatile

27 (Multiple choice / One answer only)

67. (.....) is the sequence of instructions the computer's microprocessor uses to start the computer system after it is powered on. It also manages data flow between the computer's operating system (OS) and attached devices, such as the hard disk, video adapter, keyboard, mouse and printer.

a. (100%) BIOS

b. (0%) Hardware Diagnosis

c. (0%) Software

d. (0%) Microsoft Windows

28 (Multiple choice / One answer only)

---

68. (.....)is a diagnostic testing sequence that runs as a part of the BIOS activities. It checks that the computer keyboard, RAM, disk drives, and other hardware are working correctly.

a. (100%) POST

b. (0%) GET

c. (0%) BIAS

29 (Multiple choice / One answer only)

---

69. A (.....) is used to connect a computer to an Ethernet network.

a. (100%) NIC

b. (0%) Bluetooth

c. (0%) ROM

d. (0%) RAM

30 (Multiple choice / One answer only)

---

70. (.....)allows communications between computers connected via local area network (LAN) as well as communications over large-scale network through Internet Protocol (IP).

a. (100%) NIC

b. (0%) Bluetooth

31 (Multiple choice / One answer only)

---

71. Select all input devices below :

a. (20%) Keyboard

b. (20%) Microphone

c. (20%) Web cam

d. (20%) Scanner

e. (20%) Joystick

f. (0%) Printer

g. (0%) Projector

h. (0%) Monitor

i. (0%) Headset

j. (0%) Plotter

33 (Multiple choice)

---

72. Select all output devices below :

a. (0%) Keyboard

b. (0%) Microphone

c. (0%) Web cam

d. (0%) Scanner

e. (0%) Joystick

f. (20%) Printer

g. (20%) Projector

h. (20%) Monitor

i. (20%) Headset

j. (20%) Plotter

34 (Multiple choice)

---

73. (.....)can be erased by exposure to strong ultraviolet light (typically for 10 minutes or longer), then rewritten with a process that again needs higher than usual voltage applied.

a. (0%) PROM

b. (100%) EPROM

c. (0%) EEPROM

36 (Multiple choice / One answer only)

---

74. (.....) is based on a similar semiconductor structure to Erasable programmable read-only memory , but allows its entire contents (or selected banks) to be electrically erased, then rewritten electrically, so that they need not be removed from the computer (or camera, MP3 player, etc.).

a. (0%) PROM

b. (0%) EPROM

c. (100%) EEPROM

38 (Multiple choice / One answer only)

---

75. (.....) speeds up processing time because it stores frequently used instructions and data.

a. (100%) Cache

b. (0%) RAM

c. (0%) ROM

d. (0%) Hard Disk

40 (Multiple choice / One answer only)

---

76. (True or False) Internal Network Cards and External Network Cards are types of Network Interface Card (NIC) needs to be inserted into the motherboard

a. True

b. False

32 (True/False)

---

77. (True or False)Types of ROM Programmable read-only memory (PROM) or one-time programmable ROM (OTP), Erasable programmable read-only memory (EPROM) ,Electrically erasable programmable read-only memory (EEPROM)

a. True

b. False

35 (True/False)

---

78. (.....) Programmable read-only memory (PROM), or one-time programmable ROM (OTP), can be written to or programmed via a special device called a PROM programmer.

a. True

b. False

37 (True/False)

---

79. (True or False) Types of Memory Cache L1 cache , L2 cache , L3 cache

a. True

b. False

39 (True/False)

---

80. Tabulating machines were first used in the United States to provide an accurate count for the national census. (.....) technology was used to provide a quick and easy coding to the collected data.

a. (100%) Punch Card

b. (0%) Enigma

c. (0%) Mark 1

d. (0%) ENIAC

a (Multiple choice / One answer only)

---

81. Most of the machines developed around the time of world war 2 were intended for (.....)purposes.

a. (100%) military

b. (0%) scientific

c. (0%) domestic

d. (0%) travel

b (Multiple choice / One answer only)

---

82. (.....)is one of the most famous examples of encryption machines used by the German government.

a. (100%) Enigma machine

b. (0%) Z1

c. (0%) Colossus

d. (0%) Mark 1

c (Multiple choice / One answer only)

---

83. (.....) is the world's first programmable binary computer.

a. (100%) Z1

b. (0%) Enigma

c. (0%) UNIVAC

d. (0%) Apple II

d (Multiple choice / One answer only)

---

84. The first generation used (.....) as circuitry and magnetic drums for memory.

a. (100%) vacuum tubes

b. (0%) capacitors

c. (0%) resistors

d. (0%) diodes

e (Multiple choice / One answer only)

---

85. (.....) was the first fully programmable electronic computer.

a. (100%) Colossus

b. (0%) Enigma

c. (0%) Aplle II

d. (0%) UNIVAC

f (Multiple choice / One answer only)

---

86. (.....) was the first computer of the world

a. (100%) Mark 1

b. (0%) UNIVAC

c. (0%) MITS Altair 8800

d. (0%) Apple II

g (Multiple choice / One answer only)

---

87. (.....) was the first High-Speed, fully electronic, general-purpose, digital computer.

a. (100%) ENIAC

b. (0%) UNIVAC

c. (0%) ENIGMA

d. (0%) Mark 1

h (Multiple choice / One answer only)

---

88. (.....) helped to define how the machine stored and processed its programs, laying the foundations for how all modern computers operate.

a. (100%) Von Neumann

b. (0%) Brian Kernighan

c. (0%) Linus Torvalds

d. (0%) Dennis Ritchie

i (Multiple choice / One answer only)

---

89. (.....) is the world's first large-scale commercial computer.

a. (100%) UNIVAC 1

b. (0%) ENIAC

c. (0%) Mark 1

d. (0%) Colossus

j (Multiple choice / One answer only)

---

90. (.....) was the first personal computer.

a. (100%) MITS Altair 8800

b. (0%) UNIVAC 1

c. (0%) Apple II

d. (0%) Z1

K (Multiple choice / One answer only)

---

91. (.....) was the first easy-to-use home "microcomputer".

a. (100%) Apple II

b. (0%) Microsoft Computer

c. (0%) Z1

d. (0%) Colossus

l (Multiple choice / One answer only)

---

92. Microsoft had sold IBM the rights to (.....) only and retained the rights to (.....) for which was then used by IBM-compatibles.

a. (100%) PC-DOS / MS-DOS

b. (0%) Terminal / CLI

c. (0%) CMD / COMMAND LINE

d. (0%) MS-Terminal / MS-CMD

m (Multiple choice / One answer only)

---

93. The core of fifth generation is to use (.....) technologies to create machines which can process and respond to natural language, and have capability to learn and organize themselves.

a. (100%) Artificial Intelligence

b. (0%) programming

c. (0%) software

d. (0%) hardware

n (Multiple choice / One answer only)

---

94. (.....) broadens access to the internet and allows for email communication between multiple nations of the world.

a. (100%) Telenet

b. (0%) Intranet

c. (0%) Landlines

d. (0%) Telegraph

o (Multiple choice / One answer only)

---

95. Domain Name system (DNS) converts (.....).

a. (100%) domain names to IP addresses

b. (0%) Emails

c. (0%) server names

d. (0%) programming languages

p (Multiple choice / One answer only)

---

96. Who is the father of computer?

a. (100%) Charles Babbage

b. (0%) Charles Newman

c. (0%) Henry Babbage

d. (0%) Henry luce

q (Multiple choice / One answer only)

---

97. Which is an example of first generation computer?

a. (100%) ENIAC

b. (0%) UNIVAC

c. (0%) EDSAC

d. (0%) EDVAC

r (Multiple choice / One answer only)

98. Operating system is used in which generation of computer for the first time?

a. (0%) First Generation
b. (0%) Second Generation
c. (100%) Third Generation
d. (0%) Fourth Generation

s (Multiple choice / One answer only)

---

99. The main electronic component used in first generation computers was

a. (0%) Transistors
b. (100%) Vacuum Tubes and Valves
c. (0%) Integrated Circuits
d. (0%) None of above

t (Multiple choice / One answer only)

---

100. A term in computer terminology is a change in technology a computer is/was being used.

a. (100%) generation
b. (0%) growth
c. (0%) advancement
d. (0%) development

u (Multiple choice / One answer only)

---

101. (.....) generation of computer started with using vacuum tubes as the basic components.

a. (100%) 1st
b. (0%) 2nd
c. (0%) 3rd
d. (0%) 4th

w (Multiple choice / One answer only)

---

102. Microprocessors as switching devices are for which generation computers

a. (0%) First Generation
b. (0%) Second Generation
c. (0%) Third Generation
d. (100%) Fourth Generation

x (Multiple choice / One answer only)

---

103. The fourth generation was based on integrated circuits.

a. True
b. False

v (True/False)
