BRAINSTORM GROUP (BSG)

CPT111

Compiled Questions with Answers 2.0.0

(CPT111 CQA)

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MODULE 1

1. ____ is a raw or unprocessed fact.
   (a) computer (b) information
   (c) data (d) memory
2. ____ is a processed data.
   (a) computer (b) information
   (c) data (d) memory
3. ____ is an electronic device that process data into an information.
   (a) computer (b) information
   (c) data (d) memory
4. An electronic device that can receive instructions, remember the instructions and carry out the instructions is called _____
   (a) electronic machine (b) radio
   (c) computer system (d) calculator
5. A computer can perform all the following task except
   (a) accept data
   (b) process information
   (c) display information
   (d) store information
6. The part of CPU that performs all mathematical computation is referred to as
   (a) arithmetic logic unit
   (b) register
   (c) control unit
   (d) main memory
7. Which generation of computer was operated using electronic valve?
   (a) first (b) second
   (c) third (d) fourth
8. Which computer generation is associated with AI?
   (a) first (b) second
   (c) third (d) fourth
9. Which computer generation is characterized by the use of ICs technology in the design of its components?
   (a) first (b) second
   (c) third (d) fourth
10. The circuitry of the third-generation computer was made of
    (a) vacuum tube (b) transistor
    (c) integrated circuit (d) Diode
11. Computer generation has evolved through how many generations?
    (a) 1 (b) 2 (c) 3 (d) 4 (e) 5
12. Data ⟶ _____ ⟶ Information.
    (a) processing (b) process
    (c) processes (d) processor
13. A data that has been processed is called
    (a) datum (b) instruction
    (b) information (d) register
14. A stage by stage description of the development of modern computation is termed
    (a) computer generation
    (b) computer migration
    (c) computer innovation
    (d) computer description
15. UNIVAC stands for
    (a) universal automatic computer
    (b) universal automation computer
    (c) universe automatic computer
    (d) universal autonomous computer.
16. The first successful general-purpose computer was
    (a) UNIVAC (b) Abacus
    (c) System 360 (d) Laptop
17. UNIVAC was delivered in the year
    (a) 1951 (b) 1950
    (c) 1960 (d) 1961
18. The circuitry of the first-generation computer was made of
    (a) vacuum tube (b) transistor
    (c) ICs (d) Diode
19. The circuitry of the second-generation computer was made of
    (a) vacuum tube (b) transistor
    (c) ICs (d) Diode
20. Which generation of computer was programmed using machine language?
    (a) first generation
    (b) second generation
    (c) third generation
    (d) fourth generation.
21. MSI stands for
    (a) mini scale integration
    (b) medium scale integration
    (c) minor size integration
    (d) micro scale integration
22. ____ and ____ delivered the UNIVAC.
    (a) August Jekyll & Nikola Tesla
    (b) Christen Nygaard & John Napier

(c) John Mauchly & August Nygaard
(d) John Mauchly & Presper Eckett

23. First generation computers used _____ for input.
(a) keyboard (b) punch card
(c) mouse (d) disks
24. Second generation computers were programmed using
(a) high level language (b) machine language
(c) assembly language (d) pseudo language
25. _____ are small electronic devices that can control the flow of electricity in an electronic circuit.
(a) transistor (b) ICs
(c) electronic valve (d) diode
26. System 360 is an example of _____ generation computer.
(a)1st (b) 2nd (c) 4th (d) 3rd (d) 5th
27. An example of first-generation computers is
(a) System 360 (b) UNIVAC
(c) Abacus (d) Laptop
28. IC's include several transistors and electronic circuit on a _____ chip.
(a) silicon (b) mercury
(c) copper (d) iron
29. The successor of Intel 4004 is
(a) Intel 8008 (b) Intel 8080
(c) Intel 8800 (d) Intel 4000
30. The physical component of computer system, including any peripheral equipment printers, modems are referred to as
(a) computer hardware
(b) computer system
(c) computer component
(d) computer firmware
31. The part of the computer responsible for program execution is known as
(a) memory
(b) input/output device
(c) central processing unit
(d) mother board
32. Computer generation has evolved through how many generations?
(a) seven generation
(b) four generation
(c) five generation
(d) nine generation
33. The register found in the CPU are used for the following
(a) temporary storage of data
(b) permanent storage of data
(c) data processing
(d) output information
34. Which of the following physical component of a computer system can a user interact with?
(a) register (b) main memory
(c) keyboard (d) CPU
35. The following are output device except?
(a) keyboard (b) monitor
(c) speaker (d) printer
36. SSI stands for
(a) small scale integration
(b) standard scale integration
(c) sensible scale integration
(d) serious scale integration
37. Intel 4004 was built by
(a) Dr Ted Hoff (b) Dr Tud Hoff
(c) Dr Tod Heff (d) Dr Ted Heff
38. LSI stands for
(a) large size integration
(b) large scale integration
(c) long scale integration
(d) little scale integration
39. Time sharing was an innovation introduced during the ____ generation of computer.
(a)1st (b) 2nd (c) 4th (d) 3rd (d) 5th
40. SSI allows up to ____ transistors.
(a) 10 (b) 20 (c) 100 (d) 200
41. MSI allows out to ____ transistors.
(a) 100 (b) 200 (c) 500 (d) 20
42. LSI allows up to ____ transistors.
(a) 1000 (b) 2000 (c) 500 (d) 5000
43. VLSI stands for
(a) very large scale integration
(b) varying large scale integration
(c) visible large scale integration
(d) volume large scale integration
44. VLSI is associated with which generation of computer?
(a) 1st (b) 3rd (c) 2nd (d) 4th (e) 5th
45. The world's first microprocessor is
(a) Intel 4004 (b) Intel 8008
(c) Intel 4040 (d) Intel 8080

46. Intel 4004 consists of how many transistors?
    (a) 200 (b) 2300 (c) 200 (d) 1300
47. A single chip that can hold the entire control unit and the arithmetic logic unit of a computer is called
    (a) microcomputer (b) microprocessor
    (c) micro-CPU (d) micro-ALU
48. A in ALU stands for
    (a) algorithm (b) arithmetic
    (c) arithmetical (d) all-purpose
49. GUI stands for
    (a) Graphics User Interface
    (b) Graphical User Interface
    (c) Graphic User Interface
    (d) Graph User Interface
50. _____ is described has the brain of the computer.
    (a) Monitor (b) keyboard
    (c) memory (d) CPU
51. The part of the computer that can be touched and felt is
    (a) software (b) hardware
    (c) CPU (d) human ware
52. Which of the following is not an example of hardware?
    (a) spreadsheet (b) monitor
    (c) CPU (d) mouse
53. The part of the computer that executes program instructions and controls the operation of all other parts is
    (a) ALU (b) CPU
    (c) Application Unit (d) Control Unit
54. CU stands for
    (a) control utility (b) common unit
    (c) central unit (d) control unit
55. _____ are high speed storage locations within the CPU.
    (a) register (b) main memory
    (c) mass memory (d) cache
56. The ALU performs how many tasks?
    (a) 2 (b) 3 (c) 4 (d) 0
57. Which of the following is not a component of hardware.
    (a) output device (b) input device
    (c) memo device (d) storage device
58. A machine used to send data and instructions into the CPU is
    (a) input device (b) register
    (c) hardware (d) CPU
59. Which of the following is not an output device?
    (a) microphone (b) monitor
    (c) speaker (d) printer
60. Which of the following is not an input device?
    (a) CD ROM (b) keyboard
    (c) mouse (d) scanner
61. Which of the following is not an input device?
    (a) joystick (b) light pen
    (c) printer (d) scanner
62. Which of the following is an input device?
    (a) printer (b) keyboard
    (c) monitor (d) speaker
63. _____ is an input device used to capture still or moving images.
    (a) plotter (b) scanner
    (c) camera (d) microphone
64. The layout of keyboard is
    (a) ABCD.LMN (b) ABCD:XYZ
    (c) QWERTY (d) ASDF;LKJ
65. A handheld device which has a rolling ball on a surface for controlling pointer on the screen of a computer is
    (a) joystick (b) mouse
    (c) cursor (d) pad
66. VDT stands for
    (a) visual display terminal
    (b) video display terminal
    (c) visual display technology
    (d) video DVD television
67. CPU is made up of how many parts?
    (a) 2 (b) 3 (c) 4 (d) 5
68. The part of the CPU that performs all mathematical computation is referred to as
    (a) AW (b) ALU (c) CISCO (d) Register
69. The semiconductor based memory that can be read and written by the microprocessor or other hardware devices is known as
    (a) random access memory
    (b) read only memory
    (c) read write memory
    (d) read all memory
70. The following are type of computer except?
    (a) digital computer
    (b) analog computer

(c) hybrid computer
(d) Microprocessor processor

71. Operations such as addition and subtraction are handled by which part of the CPU?
(a) register (b) ALU
(c) CU (d) storage

72. _____ is used to retrieve information from the computer.
(a) input device (b) storage device
(c) memory device (d) output device

73. The process of creating an optical disk is called
(a) turning (b) burning
(c) scrapping (d) cycling

74. Which of the following is not an output device?
(a) printer (b) plotter
(c) speaker (d) camera

75. Which of the following is an output device?
(a) plotter (b) mouse
(c) hard disk (d) joystick

76. _____ is a device that expresses text or illustration on a paper or other media.
(a) speaker (b) camera
(c) printer (d) plotter

77. RAM means
(a) Random account memory
(b) Read access memory
(c) Random access memory
(d) Read all memory

78. ROM means
(a) Read only memory
(b) Read online memory
(c) Random only memory
(d) Reads only memory

79. RAM is said to be volatile because
(a) it updates data very quickly
(b) it is unstable
(c) it requires electric power to hold data
(d) it is too expensive

80. ROM is said to be permanent because
(a) it is more standard
(b) instructions stored in it cannot be changed
(c) it requires electric power to hold data
(d) it updates slowly

81. Which of the following is not a storage device?
(a) joystick (b) hard disk
(c) optical disk (d) flash drives

82. Which of the following is volatile?
(a) RAM (b) hard disk
(c) optical disk (d) flash drives

83. CD RW stands for
(a) compact disk rewrite
(b) compact disk rewritten
(c) compact disk read and write
(d) compact disk rewritable

84. Which of the following is not a type of optical disk?
(a) CD ROM (b) CD WORM (c) CD RW (d) CD RAM

85. An optical disk that allows data to be written and read as many times as desired is
(a) CD ROM (b) CD RW (c) CD RAM (d) CD WRM

86. Which of the following does not allow modification of data?
(a) CD ROM (b) CD RW (c) CD RAM (d) CD WRM

87. Once data has been written into a CD WORM, it behaves like
(a) CD ROM (b) CD RW (c) CD RAM (d) CD WRM

88. The main storage device in device in most computers is
(a) flash drives (b) hard disk
(c) RAM (d) ROM

89. USB means
(a) universe serial base
(b) universal serial base
(c) universe serial bus
(d) universal serial bus

90. These are components of a computer system except
(a) hardware (b) information
(c) user (d) data

91. The first electronic spreadsheet software is
(a) VisiCalc (b) MS Excel
(c) power point (d) open office calc.

92. The process or initializing the computer system for a personal computer (PC) is known
(a) switch on (b) boating
(c) booting (d) turn on

93. ____ is a device that draws pictures by moving one or more pens on paper.
(a) printer (b) plotter
(c) speaker (d) camera

ANSWER TO MODULE 1									
1.	C	21.	B	41.	B	61.	C	81.	A
2.	B	22.	D	42.	D	62.	B	82.	A
3.	A	23.	B	43.	A	63.	C	83.	D
4.	C	24.	A	44.	D	64.	C	84.	D
5.	B	25.	A	45.	A	65.	B	85.	B
6.	A	26.	B	46.	B	66.	A	86.	A
7.	A	27.	B	47.	B	67.	B	87.	A
8.	D	28.	A	48.	B	68.	B	88.	B
9.	C	29.	A	49.	B	69.	A	89.	D
10.	C	30.	A	50.	D	70.	D	90.	B
11.	D	31.	C	51.	B	71..	B	91.	A
12.	B	32.	B	52.	A	72.	D	92.	C
13.	C	33.	A	53.	B	73.	B	93.	B
14.	A	34.	C	54.	D	74.	D		
15.	A	35.	A	55.	A	75.	A		
16.	A	36.	A	56.	A	76.	C		
17.	A	37.	A	57.	C	77.	C		
18.	A	38.	B	58.	A	78.	A		
19.	B	39.	D	59.	A	79.	C		
20.	A	40.	B	60.	A	80.	B		

MODULE 2

1. _____ refers to the physical parts of the computer that can be touched.
   (a) software (b) hardware
   (c) malware (d) semi hardware
2. _____ is a set of intangible instructions that tells the computer what to do.
   (a) software (b) hardware
   (c) malware (d) semi hardware
3. Which of the following is not a hardware?
   (a) mouse (b) monitor
   (c) data (d) keyboard
4. software is divided into _____ categories.
   (a) 2 (b) 3 (c) 4 (d) 5
5. _____ software interacts with the computer at the basic level.
   (a) System (b) Application
   (c) Utilities (d) Editing
6. Operating system is an example of _____ software.
   (a) System (b) Application
   (c) Utilities (d) Editing
7. System software helps the computer to carry out all of the following except
   (a) managing files
   (b) interacting with I/O devices
   (c) removing viruses
   (d) editing pictures
8. Which of the following is an example of system software?
   (a) spreadsheet software
   (b) word processors
   (c) DBMS
   (d) language translators.
9. Which of the following is not an example of system software?
   (a) operating system
   (b) DBMS
   (c) utilities
   (d) language translator
10. Application software interacts with the computer directly
    (a) False (b) True
11. Application software helps users o do the following except
    (a) track finances
    (b) create documents
    (c) edit photos
    (d) remove viruses
12. Application software interacts with the computer through system software.
    (a) TRUE (b) FALSE
13. All are examples of Application software except
    (a) utilities
    (b) word processors
    (c) presentations
    (d) graphic software.
14. The most important software on the computer is
    (a) utilities (b) DBMS
    (c) operating system
    (d) Android OS (e) Linux
15. All are examples of handheld devices operating system except
    (a) windows mobile OS (b) iOS
    (c) Android OS (d) Linux.
16. All are examples of general-purpose computer OS except
    (a) Android OS (b) UNIX
    (c) Mac OS (d) Microsoft windows
17. Antivirus software are examples of
    (a) Operating system
    (b) application software
    (c) DBMS
    (d) utilities
18. ___ is a program designed to perform tasks such as optimizing a computer performance.
    (a) word processors
    (b) operating system
    (c) utilities
    (d) language translator.
19. Which of these is not an example of utilities?
    (a) typing software (b) backup software
    (c) email software (d) antivirus software.
20. Compression utilities is also known as
    (a) Kip software (b) Bip software
    (c) Top software (d) Zip software
21. _____ helps store copies of files.

(a) email software (b) Zip software
(c) backup software (d) antivirus software

22. Computer understand _____ language.
(a) machine (b) octa
(c) mathematics (d) English

23. Machine language are written as strings of
(a) 0's and 1's (b) 1's and 2's
(c) 0's and 2's (d) 0-9

24. _____ converts high level language to machine language.
(a) language translator
(b) language translation
(c) language translatory
(d) language translate

25. _____ translates and executes before moving to the next line.
(a) compiler (b) processor
(c) translator (d) interpreter

26. _____ is a program for producing documents such as letters, memos reports & manuscript.
(a) spreadsheet
(b) presentation software
(c) word processors
(d) graphics software

27. Which of the following pair is an example of presentation software?
(a) Microsoft word & open office writer
(b) Microsoft Excel & open office calc
(c) Microsoft PowerPoint & Open office impress
(d) Microsoft Access & Oracle
(e) Microsoft paint & Adobe Photoshop

28. _____ is an arrangement of rows and columns containing values that can be manipulated.
(a) spreadsheet
(b) presentation software
(c) word processors
(d) graphics software

29. _____ allow users to create, edit and manipulate graphics.
(a) spreadsheet
(b) presentation software
(c) word processors
(d) graphics software

30. _____ enables user to combine text, graphs, photos, sound clips and animation into series of electronic slides.
(a) spreadsheet
(b) presentation software
(c) word processors
(d) graphics software

31. Which of the following pair is an example of word processors?
(a) Microsoft word & open office writer
(b) Microsoft Excel & open office calc
(c) Microsoft PowerPoint & Open office impress
(d) Microsoft Access & Oracle
(e) Microsoft paint & Adobe Photoshop

32. Which of the following pair is an example of DBMS?
(a) Microsoft word & open office writer
(b) Microsoft Excel & open office calc
(c) Microsoft PowerPoint & Open office impress
(d) Microsoft Access & Oracle
(e) Microsoft paint & Adobe Photoshop

33. Which of the following pair is an example of graphics software?
(a) Microsoft word & open office writer
(b) Microsoft Excel & open office calc
(c) Microsoft PowerPoint & Open office impress
(d) Microsoft Access & Oracle
(e) Microsoft paint & Adobe Photoshop

34. Which of the following pair is an example of spreadsheet?
(a) Microsoft word & open office writer
(b) Microsoft Excel & open office calc
(c) Microsoft PowerPoint & Open office impress
(d) Microsoft Access & Oracle
(e) Microsoft paint & Adobe Photoshop

35. _____ is a program for storing, modifying, finding and replacing data contained in a database
(a) Microsoft word & open office writer
(b) Microsoft Excel & open office calc

(c) Microsoft PowerPoint & Open office impress
(d) Microsoft Access & Oracle
(e) Microsoft paint & Adobe Photoshop

36. DBMS means
(a) Database manager system
(b) Database manage system
(c) Database monitor system
(d) Database management system

37. Graphics software is divided into
(a) 2 (b) 3 (c) 4 (d) 5

38. _____ software help you paint images by providing pens, brushes and paints.
(a) paint (b) drawing
(c) photo editing (d) presentation.

39. Corel designer is an example of
(a) word processor (b) DBMS
(c) presentation (d) graphics software

40. Google presentation is an example of
(a) word processor (b) DBMS
(c) presentation (d) graphics software

41. Paint software used bitmap graphics formats such as the following except
(a) JPEG (b) PNG (c) BMP (d) WMF

42. VM means
(a) visual machine (b) virtual machine
(c) vendor machine (d) video machine

43. VMM means
(a) virtual machine mainframe
(b) virtual machine manager
(c) virtual machine monitor
(d) virtual machine multiple

44. Which of the following is not a type of Operating system?
(a) personal computer OS
(b) server OS
(c) embedded OS
(d) mainframe multiprocessor OS

45. ____ OS are needed to connect multiple CPU in a single system.
(a) mainframe (b) sensor
(c) real-time (d) multiprocessor

46. OS for room-sized computers are called
(a) mainframe (b) sensor
(c) real-time (d) multiprocessor

47. In serial processing, users had to access the computer in
(a) multiple (b) batch
(c) simple batch (d) series

48. _____ serves as interface between Application software and the hardware.
(a) Operating system (b) translator
(c) utilities (d) malware

49. Which of the following is not a function of operating system?
(a) user interface
(b) program execution
(c) resource allocation
(d) I/O operations
(e) none of the above

50. OS means
(a) operation system (b) operating system
(c) operate system (d) operational system

51. Comment/documentation in a program is
(a) executable (b) non executable
(c) instructional (d) header files

52. A programmer can be referred to as
(a) an interpreter
(b) an operator
(c) a program writer
(d) a program reader

53. A powerful multi-user computer capable of supporting many hundreds of user simulteanously is referred to as
(a) work station
(b) macro computer
(c) mainframe computer
(d) micro computer

ANSWER TO MODULE 2											
1.	B	11.	D	21.	C	31.	A	41.	D	51.	B
2.	A	12.	A	22.	A	32.	D	42.	B	52.	C
3.	C	13.	A	23.	A	33.	E	43.	C	53.	A
4.	A	14.	C	24.	A	34.	B	44.	D		
5.	A	15.	D	25.	D	35.	D	45.	D		
6.	A	16.	A	26.	C	36.	D	46.	A		
7.	D	17.	D	27.	C	37.	B	47.	D		
8.	D	18.	C	28.	A	38.	A	48.	A		
9.	B	19.	A	29.	D	39.	D	49.	E		
10.	A	20.	A	30.	B	39.	C	50.	B		

MODULE 3

1. In an 8085 microprocessor, the register that hold memory is
   (a) data register (b) temporary register
   (c) accumulator (d) instruction register
2. In an 8085 microprocessor, the register that holds temporary data is
   (a) data register (b) temporary register
   (c) accumulator (d) instruction register
3. In an 8085 microprocessor, the register that holds the results of arithmetic Operating system is
   (a) data register (b) temporary register
   (c) accumulator (d) instruction register
4. In an 8085 microprocessor, the register that holds the current instruction code being execute is
   (a) data register (b) temporary register
   (c) accumulator (d) instruction register
5. What is the symbol for the input register?
   (a) IRR (b) IPR
   (c) INPR (d) IPTR
6. What is the symbol for the output register?
   (a) OITR (b) OTR
   (c) OTPR (d) OUTR
7. What is the symbol for the accumulator?
   (a) AC (b) AR (c) AM (d) AT
8. What's symbol for the program counter?
   (a) PC (b) PRC
   (c) PCT (d) PRCT
9. The program counter contains __ number of bits.
   (a) 32 (b) 16 (c) 12 (d) 8
10. The accumulator has __ number of bits
    (a) 32 (b) 16 (c) 12 (d) 8
11. Which of the following has same number of register as address register?
    (a) program counter (b) data register
    (c) input register (d) accumulator
12. INPR has how many number of bits?
    (a) 8 (b) 16 (c) 32 (d) 64
13. The register that holds input data is
    (a) input register (b) address register
    (c) data register (d) accumulator
14. The register that holds operands and the results of arithmetic operations is
    (a) input register (b) address register
    (c) data register (d) accumulator
15. The register that holds memory data is
    (a) input register (b) address register
    (c) data register (d) accumulator
16. The register that holds memory address is
    (a) input register (b) address register
    (c) data register (d) accumulator
17. ANSI stands for
    (a) American Nations Standards Institute
    (b) American National Standards Institute
    (c) American National Standards Institution
    (d) America National Standards Institute
18. ASCI stands for
    (a) America Standard Code for Information Interchange
    (b) American Standard Code for Information and Interchange
    (c) American Standard Code for Information Interchange
    (d) American Standard Coding for Information Interchange
19. Unicode uses how many bits for its encoding?
    (a) 8 (b) 16 (c) 32 (d) 64
20. The common bases that are used to represent data to the computer system are the following except
    (a) base 2 (b) base 10
    (c) base 12 (d) base 16
21. Binary is also referred to as
    (a) base 2 (b) base 10
    (c) base 8 (d) base 16
22. Decimal is also referred to as
    (a) base 2 (b) base 10
    (c) base 8 (d) base 12
23. Octal is also referred to as
    (a) base 2 (b) base 10
    (c) base 8 (d) base 16
24. Number base 16 is also referred to as
    (a) binary (b) decimal
    (c) hexadecimal (d) octal
25. Number base 8 is also referred to as
    (a) binary (b) decimal
    (c) hexadecimal (d) octal
26. Number base 2 is also referred to as
    (a) binary (b) decimal
    (c) hexadecimal (d) octal
27. The most common base that are used to represent data input to computers are usually in

(a) binary (b) decimal
(c) hexadecimal (d) octal

28. MSB means
(a) most significant bite
(b) most significant byte
(c) most significant bit
(d) most significant beta

29. The most significant bit is used to represent the ____ of the number?
(a) sign (b) exponent
(c) value (d) mantissa

30. Convert 101.0101_2 to a decimal number
(a) 3.3125 (b) 4.3125
(c) 5.3125 (d) 6.3125

31. Convert 0.1011_2 to a decimal fraction
(a) 0.6857 (b) 0.8657
(c) 0.6875 (d) 0.8675

32. The decimal equivalent of binary 10101 is
(a) 12 (b) 13 (c) 21 (d) 22

33. The decimal equivalent of binary 11001 is
(a) 23 (b) 24 (c) 25 (d) 26

34. The decimal equivalent of binary 101101 is
(a) 44 (b) 45 (c) 54 (d) 55

35. The decimal equivalent of binary 110011 is
(a) 14 (b) 15 (c) 50 (d) 51

36. 11010.11_2 is equal to
(a) 26.30 (b) 26.25
(c) 26.50 (d) 26.75

37. 10111.011_2 is equal to
(a) 22.375 (b) 22.325
(c) 23.375 (d) 23.325

38. 110101.11_2 is equal to
(a) 53.75 (b) 63.25
(c) 63.75 (d) 53.25

39. 11010101_2 is equal to
(a) 212 (b) 213
(c) 214 (d) 215

40. Convert 31 to binary
(a) 11111 (b) 11110
(c) 10000 (d) 100000

41. Convert 42 to binary
(a) 101010 (b) 1010101
(c) 110101 (d) 101011

42. Convert 57 to binary
(a) 110001 (b) 111001
(c) 111000 (d) 100001

43. Convert 63 to binary
(a) 100000 (b) 111111
(c) 111110 (d) 1111111

44. Convert 343 to binary
(a) 111010101 (b) 10101011
(c) 101010111 (d) 111010111

45. Convert 572 to binary
(a) 11110001 (b) 100111100
(c) 1000111100 (d) 100011110

46. Convert 1265 to binary
(a) 1011110001 (b) 1001110001
(c) 1001111001 (d) 10011110001

47. $E7_{16}$ is equivalent to
(a) 231_{10} (b) 213_{10}
(c) 132_{10} (d) 312_{10}

48. $2C_{16}$ is equivalent to
(a) 44_{10} (b) 45_{10}
(c) 46_{10} (d) 47_{10}

49. 98_{16} is equivalent to
(a) 152_{10} (b) 125_{10}
(c) 124_{10} (d) 142_{10}

50. $2F1_{16}$ is equivalent to
(a) 703_{10} (b) 753_{10}
(c) 773_{10} (d) 763_{10}

51. Convert decimal number 54_{10} to hexadecimal
(a) 34_{16} (b) 35_{16}
(c) 36_{16} (d) 37_{16}

52. Convert decimal number 200_{10} to hexadecimal
(a) $B8_{16}$ (b) $B9_{16}$
(c) $C8_{16}$ (d) $C9_{16}$

53. Convert decimal number 91_{10} to hexadecimal
(a) $5A_{16}$ (b) $5B_{16}$
(c) $5C_{16}$ (d) $5D_{16}$

54. Convert decimal number 238_{10} to hexadecimal
(a) DD_{16} (b) DE_{16}
(c) ED_{16} (d) EE_{16}

55. Convert 11010111_2 to hexadecimal
(a) $C7_{16}$ (b) $D7_{16}$
(c) $C8_{16}$ (d) $D8_{16}$

56. Convert 11101010_2 to hexadecimal
(a) FA_{16} (b) EA_{16}
(c) EB_{16} (d) FB_{16}

57. Convert 10001011_2 to hexadecimal
(a) $8A_{16}$ (b) $9A_{16}$
(c) $9C_{16}$ (d) $8B_{16}$

58. Convert 10100101_2 to hexadecimal
(a) $A4_{16}$ (b) $A5_{16}$
(c) $B4_{16}$ (d) $B5_{16}$

59. Convert 37_{16} to binary
    (a) 111011_2 (b) 110111_2
    (c) 1110111_2 (d) 101111_2
60. Convert ED_{16} to binary
    (a) 11101101_2 (b) 1101101_2
    (c) 11001101_2 (d) 11101101_2
61. Convert $9F_{16}$ to binary
    (a) 10111111_2 (b) 100111111_2
    (c) 100011111_2 (d) 10011111_2
62. Convert $A21_{16}$ to binary 101000100001_2
    (a) 101000101_2 (b) 1010001001_2
    (c) 10100010001_2 (d) 101000100001_2
63. Convert $17D_{16}$ to binary
    (a) 101111101_2 (b) 101111111_2
    (c) 10111001_2 (d) 101111100_2
64. The bit stream 101.1101 represents
    (a) 5.825 (b) 5.8025
    (c) 5.8215 (d) 5.8125
65. Conversion of 105_{10} to base 2 is
    (a) 1000011 (b) 1001111
    (c) 1101001 (d) 1011011
66. Convert 11001010 to a decimal
    (a) 201 (b) 202
    (c) 203 (d) 204
67. The two's complement representation for -14
    (a) 10001 (b) 10010
    (c) 10000 (d) 10011
68. Find the number of bytes in 7mb.
    (a) 90000 bytes (b) 917504 bytes
    (c) 80000 bytes (d) 817504 bytes
69. group of eight bits put together is referred to as a
    (a) byte (b) nibble
    (c) record (d) data
70. A group of four bits put together is referred to as a
    (a) byte (b) nibble
    (c) record (d) data
71. A group of 32 bits is equal to
    (a) 2 bytes (b) 4 bytes (c) 6 bytes (d) 8 bytes
72. Four bytes is equivalent to ___ nibbles.
    (a) 2 (b) 4 (c) 8 (d) 16
73. Four nibbles is equivalent to ___ bytes.
    (a) 2 (b) 4 (c) 8 (d) 16
74. The two's complement representation for -12
    (a) 11100 (b) 01100
    (c) 00100 (d) 10100
75. The two's complement representation for +12
    (a) 11100 (b) 01100
    (c) 00100 (d) 10100
76. The two's complement representation for -15
    (a) 10001 (b) 01110
    (c) 01111 (d) 10000
77. The two's complement representation for +15
    (a) 10001 (b) 01110
    (c) 01111 (d) 10000
78. The two's complement representation for -6
    (a) 1001 (b) 1011
    (c) 1010 (d) 1110
79. The two's complement representation for -7
    (a) 1001 (b) 1011
    (c) 1010 (d) 1110
80. Bits represents information in ___ states.
    (a) one (b) two (c) four (d) zero
81. The two states of bit are
    (a) zeros and ones (b) up and down
    (c) in and out (d) stable and unstable
82. The two states of a bit can be likened to the following except
    (a) ON and OFF (b) HIGH and LOW
    (c) YES and NO (d) SIT and STAND
83. The electronic path through which data travel in a computer system is known as
    (a) port (b) bus
    (c) gate (d) circuit
84. the method of testing a program by hand is known as
    (a) desk check (b) hand running
    (c) dry running (d) hand checking

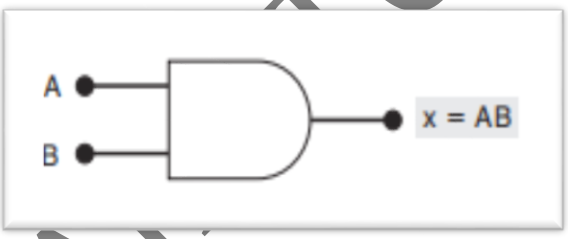
ANSWER TO MODULE 3									
1.	A	21.	A	41.	A	61.	D	81.	A
2.	B	22.	B	42.	B	62.	A	82.	D
3.	C	23.	C	43.	B	63.	A	83.	B
4.	D	24.	C	44.	C	64.	D	84.	A
5.	C	25.	D	45.	C	65.	C		
6.	D	26.	A	46.	D	66.	B		
7.	A	27.	B	47.	A	67.	B		
8.	A	28.	C	48.	A	68.	B		
9.	C	29.	A	49.	A	69.	A		
10.	B	30.	C	50.	B	70.	B		
11.	A	31.	C	51.	C	71..	B		
12.	A	32.	C	52.	C	72.	C		
13.	A	33.	C	53.	B	73.	A		
14.	D	34.	B	54.	D	74.	D		
15.	C	35.	D	55.	A	75.	B		
16.	B	36.	D	56.	B	76.	A		
17.	B	37.	C	57.	A	77.	C		
18.	C	38.	A	58.	B	78.	C		
19.	B	39.	B	59.	B	79.	A		
20.	A	40.	A	60.	D	80.	B		

MODULE 4

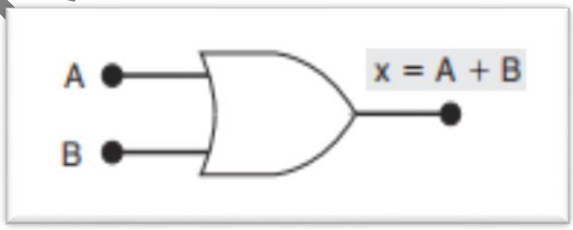
1. When logic gates are combined with no storage involved, it is called
   (a) combination (b) sequential
   (c) decision (c) non storage
2. When logic gates are combined with a storage involved, it is called
   (a) storage (b) decision
   (c) combination (d) sequential
3. _____ is an example of a sequential logic circuit
   (a) latch (b) flip flop
   (c) toggle (d) half Adder
4. _____ is an example of combination logic circuit
   (a) Adder (b) subtractor
   (c) Toggle (d) Multiplexer
5. ALU means
   (a) Arithmetical logical unit
   (b) Arithmetic logical unit
   (c) Arithmetic logic unit
   (d) Arithmetical logic unit
6. Which of the following is not a boolean operator?
   (a) AND (b) OR (c) NO (d) NOR
7. RAM means
   (a) Random Accesses Memory
   (b) Read Access Mode
   (c) Read Access Memory
   (d) Read Aid Mode
8. ROM means
   (a) Read Only memory
   (b) Random Only Memory
   (c) Read Only Mode
   (d) Random Online Memory
9. The S in SRAM means
   (a) Station (b) Static
   (c) Status (d) State
10. The D in DRAM means
    (a) Dynamic (b) Decision
    (c) Direct (d) Data
11. PROM means
    (a) Program Read Only Memory
    (b) Programs Read Only Memory
    (c) Programming Read Only Memory
    (d) Programmable Read Only Memory
12. Flash memory is basically
    (a) PROM (b) EPROM
    (c) EEPROM (d) ROM
13. The second E in EEPROM is
    (a) Electrical (b) Erasable
    (c) Eraser (d) Erasing
14. The fastest memory system is____
    (a) CPU registers
    (b) Cache memory
    (c) Primary memory
    (d) Secondary memory
15. Because of the refresh time required by DRAM, they are slower and less expensive than SRAM
    (a) TRUE (b) FALSE
    (b) Not always (d) Not sure
16. The fetch-decode-execute cycle describes how the _____ machine operates
    (a) Charles Barbage
    (b) Albert Einstein
    (c) Lucas Vestors
    (d) Von Neumann
17. The Von Neumann execution cycle runs program on _____ cycle
    (a) fetch-decode-execute
    (b) decode-execute-fetch
    (c) execute-fetch-decode
    (d) fetch-execute-decode
18. Data and programs are stored in as single sequential memory, which create a single path memory access referred to as the Von Neumann
    (a) Bottle hand (b) Bottle head
    (c) Bottle leg (d) Bottle neck
19. The terms ____ and RAM are used interchangeably
    (a) RNM (b) RRM (c) ROM (d) RWM
20. SRAM is constructed with
    (a) flip-flop (b) capacitor
    (c) metal (d) resistor
21. Dynamic RAM is constructed out of
    (a) flip-flop (b) capacitor
    (c) metal (d) resistor
22. Which of the following is not an advantage of DRAM over SRAM?
    (a) uses less power (b) generates less heat
    (c) less expensive (d) slower
23. Which of the following is not a type of ROM?
    (a) PROM (b) EPROM
    (c) EROM (d) flash memory
24. The M in RWM stands for

(a) memory (b) mass
(c) main (d) mean

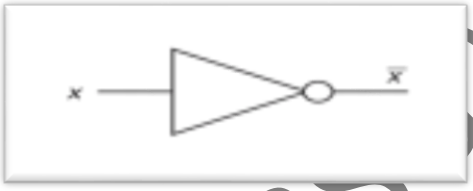
25. Which of the following is the fastest components of the computer system memory?
(a) CPU register (b) cache
(c) main memory (d) mass memory
26. Which of the following is the least fast components of the computer system memory?
(a) CPU register (b) cache
(c) main memory (d) mass memory
27. The first stored-program computer was
(a) ENIAC (b) UNIVAC
(c) UNILAC (d) EDVAC
28. The first stored-program computer was developed by
(a) John von Neumann
(b) Presper Eckett
(c) John Mauchly
(d) John Napier
29. EDVAC was developed in the year
(a) 1935 (b) 1945
(c) 1955 (d) 1965
30. Which of the following is not a basic boolean operations
(a) OR (b) AND
(c) NOT (d) NAND
31. The basic logic gate whose output is the complement of the input is
(a) OR (b) AND
(c) NOT (d) XOR



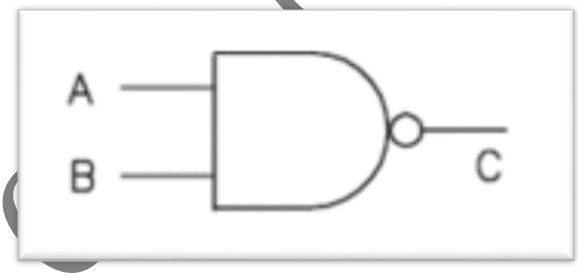
32. The diagram above represent (a) OR gate
(b) AND gate (c) NOT gate
(d) NAND gate (e) NOR gate



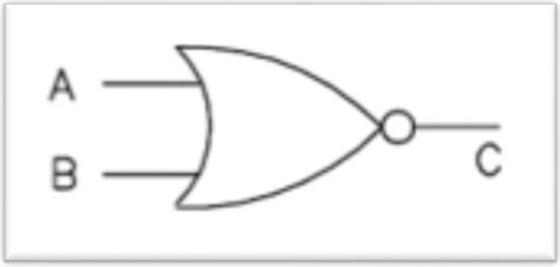
33. The diagram above represent (a) OR gate
(b) AND gate (c) NOT gate
(d) NAND gate (e) NOR gate



34. The diagram above represent (a) OR gate
(b) AND gate (c) NOT gate
(d) NAND gate (e) NOR gate



35. The diagram above represent (a) OR gate
(b) AND gate (c) NOT gate
(d) NAND gate (e) NOR gate



36. The diagram above represent (a) OR gate
(b) AND gate (c) NOT gate
(d) NAND gate (e) NOR gate
37. The inverter is a
(a) OR gate (b) AND gate
(c) NOT gate (d) NAND gate
38. Which input values will cause an AND logic gate to produce a HIGH outputs?
(a) at least one input is HIGH
(b) at least one input is LOW
(c) all inputs are HIGH
(d) all inputs are LOW
39. Which input values will cause an AND logic gate to produce a LOW outputs?
(a) at least one input is HIGH
(b) at least one input is LOW

(c) all inputs are HIGH
(d) all inputs are LOW

40. Which input values will cause an OR logic gate to produce a HIGH outputs?
(a) at least one input is HIGH
(b) at least one input is LOW
(c) all inputs are HIGH
(d) all inputs are LOW

41. Which input values will cause an OR logic gate to produce a LOW outputs?
(a) at least one input is HIGH
(b) at least one input is LOW
(c) all inputs are HIGH
(d) all inputs are LOW

42. The following is true for an OR gate
(a) A high input value causes the output to have low logic
(b) A low input value causes the output to have low logic
(c) A high input value causes the output to have high logic
(d) A high input value causes the output to toggle

43. The following is true for an AND gate
(a) A high input value causes the output to have low logic
(b) A low input value causes the output to have low logic
(c) A high input value causes the output to have high logic
(d) A high input value causes the output to toggle

44. The NOT gate
(a) grounds signal
(b) invert signals
(c) is a universal gate
(d) none of the above

45. Truth tables are used for
(a) boolean addition
(b) boolean subtraction
(c) boolean expression
(d) boolean

46. For n inputs, a truth table has how many outputs?
(a) $2n$ (b) 2^n (c) 2^{n-1}
(d) $2n-1$ (e) 2^n-1

47. How many truth table entries are necessary for a four-input circuit?
(a) 4 (b) 8 (c) 12 (d) 16

48. The expression $A+B$ means
(a) A AND B (b) A OR B
(c) A NAND B (d) A XOR B

49. Which of the following pairs of gates are universal gates?
(a) NOR and NAND (b) NOR and AND
(c) NOT and OR (d) NOT and AND

50. The complement of NOR and OR gate is
(a) AND and NAND (b) OR and NOR
(c) NOT and NAND (d) NOT and NOR

51. The boolean algebra $A.A$ is equal to
(a) A (b) 2A (c) A^2 (d) A (e) 1

52. Maximum number in decimal that can be represented by 4bits (binary) is
(a) 14 (b) 15 (c) 16 (d) 17

53. Maximum number in decimal that can be represented by 3bits (binary) is
(a) 6 (b) 7 (c) 8 (d) 9

54. NAND gate is the combination of
(a) NOT and AND
(b) NOT and OR
(c) OR and AND
(d) none of the above

55. NOR gate is the combination of
(a) NOT and AND
(b) NOT and OR
(c) OR and AND
(d) none of the above

56. An AND gate output will always differ from an OR gate output for the same input conditions.
(a) True (b) False

57. Which of the following is not an identity law in Boolean algebra?
(a) $1+B=1$ (b) $A.1=1$
(c) $A.A=A$ (d) none of the above

58. ___ gate represents multiplication operation?
(a) AND (b) OR
(c) NOT (d) XOR

59. _____ is an example of identity law
(a) $A+0=0+A=A$
(b) $A+1=1+A=1$
(c) $A+B=B+A$
(d) $A+(B+C)=(A+B)+C$

60. _____ is an example of commutativity law

(a) $A+0=0+A=A$
(b) $A+1=1+A=1$
(c)* $A+B=B+A$
(d) $A+(B+C)=(A+B)+C$

61. ____ is an example of associativity law
(a) $A+0=0+A=A$
(b) $A+1=1+A=1$
(c) $A+B=B+A$
(d) $A+(B+C)=(A+B)+C$

62. ____ is an example of idempotent law
(a) $A+0=0+A=A$
(b) $A+1=1+A=1$
(c) $A+B=B+A$
(d) $A+(B+C)=(A+B)+C$

63. ____ is an example of distributive law
(a) $A+0=0+A=A$
(b) $A+1=1+A=1$
(c) $A+B=B+A$
(d) $A+(B+C)=(A+B)+C$
(e) $A+BC=(A+B)(A+C)$

64. $A+1=$
(a) A (b) A1 (c) A (d) 1

65. Simplify the boolean expression A+AB+1
(a) 1 (b) A (c) B (d) AB

66. $A(A+B)=$
(a) 1 (b) A (c) B (d) 1+AB

67. De Morgan's theorem states that
(a) $(AB)'=A'+B'$
(b) $(A+B)'=A'.B$
(c) $A'+B'=A'.B'$
(d) $(AB)'=A'+B$

68. $(A'B'C')'=$
(a) ABC (b) $A+B+C$
(c) $A'B'C'$ (d) $A'+B'+C'$

69. Complement of the expression $A'B+C'D$ is
(a) $(A'+B)(C'+D)$
(b) $(A+B')(C'+D)$
(c) $(A'+B)(C+D')$
(d) $(A+B')(C+D')$

70. $x+0=$ (a) 0 (b) 1 (c) x (d) x'
71. $x.0=$ (a) 0 (b) 1 (c) x (d) x'
72. $x+1=$ (a) 0 (b) 1 (c) x (d) x'
73. $x.1=$ (a) 0 (b) 1 (c) x (d) x'
74. $x+x'=$ (a) 0 (b) 1 (c) x (d) x'
75. $x.x'=$ (a) 0 (b) 1 (c) x (d) x'
76. $x+xy=$ (a) 0 (b) 1 (c) x (d) y
77. $x'+xy=$ (a) x (b) x' (c) y (d) y'
78. $x+x'y=$ (a) x (b) x' (c) y (d) y'
79. $(x+y)(x'+y)=$
(a) x (b) x' (c) y (d) y'
80. $x(x'+y)=$
(a) xy (b) x'y (c) x y' (d)x' y'

81. $(A+B)(B+C)(A+C)=$
(a) $AB+BC+AC$ (b) $ABC+BC$
(c) $ABC+AC$ (d) $A+B+C$

82. Which of the following represent expression of absorption law?
(a) $A+0=0+A=A$
(b) $A+1=1+A=1$
(c) $A+B=B+A$
(d) $A+(B+C)=(A+B)+C$

83. $X.Y=Y.X$ illustrate
(a) commutative law (b) associative law
(c) distributive law (d) identity law

84. $(XY)Z=X(YZ)$ illustrate
(a) commutative law (b) associative law
(c) distributive law (d) identity law

85. $X.1=1.X=X$ illustrate
(a) commutative law (b) associative law
(c) distributive law (d) identity law

86. $X(X'+Y)$ illustrate
(a) absorbtion law (b) associative law
(c) distributive law (d) identity law

ANSWER TO MODULE 4									
1.	A	21.	B	41.	D	61.	D	81.	A
2.	D	22.	D	42.	C	62.	A	82.	B
3.	B	23.	C	43.	B	63.	E	83.	A
4.	D	24.	A	44.	B	64.	D	84.	B
5.	C	25.	A	45.	C	65.	A	85.	D
6.	C	26.	D	46.	B	66.	A	86.	A
7.	C	27.	D	47.	D	67.	A		
8.	A	28.	A	48.	A	68.	B		
9.	B	29.	B	49.	A	69.	B		
10.	A	30.	D	50.	B	70.	C		
11.	D	31.	C	51.	D	71..	A		
12.	C	32.	B	52.	C	72.	B		
13.	B	33.	A	53.	C	73.	C		
14.	A	34.	C	54.	A	74.	B		
15.	A	35.	D	55.	B	75.	A		
16.	D	36.	E	56.	B	76.	B		
17.	D	37.	C	57.	C	77.	B		
18.	A	38.	C	58.	A	78.	A		
19.	B	39.	B	59.	A	79.	C		
20.	D	40.	A	60.	C	80.	A		

MODULE 5

1. ____ is a set of instructions that are logically related
   (a) program (b)
   (c) (d)
2. ____ is a set of rules use by programmers that computer understands.
   (a) (b)
   (c) (d) syntax
3. Programming languages can be broadly categorized into ____ languages.
   (a) 2 (b) 3 (c) 4 (d) 5
4. The first language for modern computers was
   (a) machine language
   (b) assembly language
   (c) high level language
   (d) low level language
5. Machine language is machine dependent
   (a) TRUE (b) FALSE
6. _____ is referred to as language of computer
   (a) machine language
   (b) assembly language
   (c) high level language
   (d) low level language
7. Which of the following is not an advantage of a machine language?
   (a) fast execution
   (b) easy to debug
   (c) require a small space
   (d) does not require translator
8. Which of the following is an advantage of machine language?
   (a) difficult to understand
   (b) machine independent
   (c) it is easy to debug
   (d) requires a relatively small space
9. Which of the following is true about machine language?
   (a) it is easy to read and understand
   (b) it is machine dependent
   (c) it requires a translator
   (d) program execution is slow.
10. _____ uses binary digits to represent instructions.
    (a) machine language
    (b) assembly language
    (c) high level language
    (d) low level language
11. _____ uses alphanumeric notations to represent instructions
    (a) machine language
    (b) assembly language
    (c) high level language
    (d) low level language
12. Assembly language is introduced in the year
    (a) 1952 (b) 1953
    (c) 1982 (d) 1983
13. _____ is referred to as second generation language
    (a) machine language
    (b) assembly language
    (c) high level language
    (d) low level language
14. A code written in machine language is known as
    (a) source code (b) operation code
    (c) object code (d) data code
15. _____ converts assembly language to machine language code.
    (a) translator (b) assembler
    (c) interpreter (d) compiler
16. Assembly language is machine dependent
    (a) TRUE (b) FALSE
17. Which of the following is not an advantage of assembly language over machine language?
    (a) easier to write and understand
    (b) saves time in developing and modifying
    (c) faster execution of programs
    (d) operation codes and addresses can be easily remembered
18. High level language is referred to as _____ generation computer
    (a) first (b) second
    (c) third (d) fourth
19. High level language is machine dependent
    (a) TRUE (b) FALSE
20. _____ convert high level language to machine language
    (a) translator (b) assembler
    (c) interpreter (d) compiler
21. _____ convert the entire source program into machine code at once
    (a) translator (b) assembler
    (c) interpreter (d) compiler

22. _____ convert the source code line-by-line into a machine code
    (a) translator (b) assembler
    (c) interpreter (d) compiler
23. Compiler runs faster than interpreter
    (a) TRUE (b) FALSE
24. Debugging of errors is easier using an interpreter than compiler
    (a) TRUE (b) FALSE
25. The full meaning of FORTRAN is
    (a) formulation translate
    (b) formula translate
    (c) formula translator
    (d) formula translator
26. FORTRAN was developed in
    (a) 1952 (b) 1953
    (c) 1955 (d) 1957
27. The first language standardized by ANSI was
    (a) FORTRAN II (b) FORTRAN III
    (c) FORTRAN IV (d) FORTRAN 77
28. FORTRAN was developed by
    (a) Grace Hopper
    (b) John Backus
    (c) Nicklaus Wirth
    (d) Dennis Ritchie
29. COBOL was developed by
    (a) Grace Hopper
    (b) John Backus
    (c) Nicklaus Wirth
    (d) Dennis Ritchie
30. BASIC was developed in the year
    (a) 1954 (b) 1964
    (c) 1974 (d) 1984
31. Full meaning of BASIC is
    (a) Beginning All-purpose symbolic instruction code
    (b) Beginner's All-purpose symbol instruction code
    (c) Beginner's All-purpose symbolic instruction code
    (d) Best All-purpose symbolic instruction code
32. BASIC was developed by
    (a) Grace Hopper and John Backus
    (b) John Kenny and Thomas Kurtz
    (c) Ted Hoff and Nicklaus Wirth
    (d) Dennis Ritchie and Brain Kernighan
33. _____ and _____ are the originator of C language
    (a) Grace Hopper and John Backus
    (b) John Kenny and Thomas Kurtz
    (c) Ted Hoff and Nicklaus Wirth
    (d) Dennis Ritchie and Brain Kernighan
34. C was developed in
    (a) 1970 (b) 1971
    (c) 1972 (d) 1973
35. C was standardized in
    (a) 1971 (b) 1981
    (c) 1979 (d) 1989
36. COBOL was developed by _____ in the year_____
    (a) Nicklaus Wirth, 1971
    (b) Blaise Pascal, 1983
    (c) John Wick, 1960
    (d) Grace Hopper, 1959
37. Full meaning of COBOL is
    (a) Commoner Business Orientating Language
    (b) Common Business Oriented Language
    (c) Common Bypass Oriented Language
    (d) Common Bypass Only Language
38. _____ programming is also referred to as imperative programming
    (a) procedural (b) object oriented
    (c) functional (d) declarative
39. _____ is a style of programming in which instructions are executed step-by-step
    (a) procedural (b) object oriented
    (c) functional (d) declarative
40. The basic units of object oriented programming is
    (a) data (b) source
    (c) datum (d) object
41. Procedural programming relies on
    (a) object (b) routines
    (c) model (d) class
42. Procedures is also known as
    (a) model (b) source
    (c) datum (d) routines
43. Which of the following is an example of object oriented programming
    (a) C (b) C++
    (c) COBOL (d) FORTRAN
44. Programming language has ___ parts
    (a) 2 (b) 3 (c) 4 (d) 5
45. Assembly language uses ___ to represent instructions

(a) letters (b) binary digits
(c) figures (d) mnemonics

46. A set of step-by-step instructions for solving a well-defined problem is
(a) algorithm (b) flow-chart
(c) pseudo-code (d) table
47. _____ is the graphical representation of algorithms
(a) flowchart (b) bar chart
(c) pseudo-code (d) table
48. Which of the following is not a keyword used in pseudo-code?
(a) end (b) delete
(c) display (d) accept
49. Which of the following is not a keyword used in pseudo-code?
(a) begin (b) terminate
(c) else (d) accept
50. Which of the following is a keyword used in pseudo-code?
(a) then (b) enter
(c) for (d) if
51. Flowchart symbols include the following except
(a) square (b) rectangle
(c) circle (d) parallelogram
52. The oval symbol in a flowchart means
(a) terminal (b) decision
(c) connector (d) display
53. The diamond symbol in a flowchart means
(a) terminal (b) decision
(c) connector (d) display
54. The circle symbol in a flowchart means
(a) terminal (b) decision
(c) connector (d) display
55. The symbol for process in a flowchart is
(a) parallelogram (b) circle
(c) box (d) rectangle
56. The symbol for input/output in a flowchart is
(a) parallelogram (b) circle
(c) box (d) rectangle
57. Which is a characteristic of an algorithm?
(a) it generates only one output
(b) it accepts data in any format
(c) has a finite number of steps
(d) its steps specify complex operations
58. A code written in any programming language other than machine language is known as
(a) source code (b) operation code
(c) object code (d) data code
59. _____ is close to human natural language
(a) machine language
(b) assembly language
(c) high level language
(d) low level language
60. Pascal was developed by
(a) Blaise Pascal
(b) John Wick
(c) Ted Hoff
(d) Nicklaus Wirth
61. _____ represent algorithms by simple English language
(a) pseudo-code (b) flowchart
(c) graphics (d) mnemonics
62. Procedural programming relies on the following except
(a) procedures (b) pro-routines
(c) routines (d) subroutines
63. _____ is considered as the lowest level language.
(a) machine language
(b) assembly language
(c) high level language
(d) low level language
64. A machine language requires a translator
(a) TRUE (b) FALSE
65. The most difficult language to read and understand is
(a) machine language
(b) assembly language
(c) high level language
(d) low level language
66. _____ is referred to as first generation language.
(a) machine language
(b) assembly language
(c) high level language
(d) low level language

ANSWER TO MODULE 5												
1.	A	11.	B	21.	D	31.	C	41.	B	51.	A	61.	A
2.	D	12.	A	22.	C	32.	B	42.	D	52.	A	62.	B
3.	B	13.	B	23.	A	33.	D	43.	B	53.	B	63.	A
4.	A	14.	A	24.	A	34.	C	44.	A	54.	C	64.	B
5.	A	15.	B	25.	D	35.	D	45.	D	55.	D	65.	A
6.	A	16.	A	26.	D	36.	D	46.	A	56.	A	66.	A
7.	B	17.	C	27.	C	37.	B	47.	A	57.	C		
8.	D	18.	C	28.	B	38.	A	48.	B	58.	C		
9.	B	19.	B	29.	A	39.	A	49.	A	59.	C		
10.	A	20.	A	30.	B	39.	D	50.	D	60.	D		

MODULE 6

1. _____ is a group of computer connected together by some protocols so that they can communicate and share resources
   A. netcamp B. netcolony
   C. netwide D. network
2. Network can be classified into ____ main types based on the transfer of information over the network
   A. 2 B. 3 C. 4 D. 5
3. Which is not a type of network?
   A. local area network
   B. main area network
   C. campus area network
   D. wide area network
4. Computers in a network can only be connected through wires
   A. TRUE B. FALSE
5. The full meaning of WAN is ____ Area Network
   A. Wall B. Wide
   C. Web D. World
6. The full meaning of LAN is ____ Area Network
   A. Light B. Lock
   C. Location D. Local
7. The first w in www means
   A. web B. world
   C. wide D. wall
8. ____ is a network that comprises of different computers and other devices connected together in a single building to enable sharing of resources
   A. Metropolitan Area Network
   B. Wide Area Network
   C. Local Area Network
   D. Campus Area Network
9. ____ requires on on-site administrator and support staff
   A. Campus Area Network
   B. Wide Area Network
   C. Local Area Network
   D. Metropolitan Area Network
10. The type of network found in FUT Minna is
    A. Local Area Network
    B. Wide Area Network
    C. Campus Area Network
    D. Metropolitan Area Network
11. A set of rules that govern the transfer of information over the network is
    A. internet programming
    B. internet prototype
    C. internet protocol
    D. internet connect
12. URL stands for
    A. Uniform Resource Location
    B. Unified Reserved Locator
    C. Unified Resource Location
    D. Uniform Resource Locator
13. Origin of the networking concept was dated as far as back as
    A. 1960 B. 1961
    C. 1962 D. 1963
14. HTTP stands for
    A. Hypertext Transform Prototypes
    B. Hypertext Transform Protocols
    C. Hypertext Transfer Prototypes
    D. Hypertext Transfer Protocols
15. The type of network that connects many LANs over very large group of cities is
    A. Campus Area Network
    B. Wide Area Network
    C. Static Area Network
    D. Metropolitan Area Network
16. Networking offers the following importance except
    A. Facilitate data resource sharing
    B. Enable users to share hardware resources
    C. Sharing a high-speed Internet connection
    D. easier to read and maintain a program
17. HTML stands for Hypertext ____ Language
    A. Madeup B. Makeup
    C. Markup D. Marcup
18. The following among others are are advantages of networking except
    (a) sharing files
    (b) electronic mails
    (c) cost effectiveness for organization
    (d) multiple backup
19. The first web page was created in
    A. November, 1990
    B. December, 1962
    C. March, 1984
    D. May, 1983
20. The language generally acceptable for encoding the World Wide Web documents is
    A. HTTP B. HTIP

C. HTML D. HTLM

21. The last w in www means
    A. web B. world
    C. wide D. wall
22. A high-speed network connecting many LANs together in an urban area to the internet is
    A. Metropolitan Area Network
    B. Wide Area Network
    C. Static Area Network
    D. Campus Area Network
23. Usually a/an _____ bracket is used to enclose the HTML element.
    A. angle B. curly
    C. square D. curved
24. All HTML page begins with a tag known as start tag of ____ element.
    A. html B. head
    C. body D. title
25. The ____ tag contains instructions on how the web page will run its title and category
    A. html B. head
    C. body D. title
26. All that will be displayed by the Computer web browser when logging on to the webpage after creation
    A. html B. head
    C. body D. title
27. Which of the following usually transfer data in lower band width?
    (a) WAN (b) LAN
    (c) intranet (d) cyber net
28. ____ are set of rules and conventions for sending information over network
    (a) ISP (b) protocols (c) TCP
    (d) internet protocols (e) ARP

ANSWERS TO MODULE 6					
1.	D	11.	C	21.	A
2.	C	12.	D	22.	A
3.	B	13.	C	23.	A
4.	B	14.	D	24.	A
5.	B	15.	B	25.	B
6.	D	16.	D	26.	C
7.	B	17.	C	27.	B
8.	C	18.	C	28.	D
9.	D	19.	A	29.	
10.	C	20.	C	30.	