BRAINSTORM GROUP (BSG) CPT111 Compiled Questions 1.0

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

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 to 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

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

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

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		

ANSWER TO MODULE 2										
1.	B	11.	D	21.	C	31.	A	41.	D	51.	
2.	A	12.	A	22.	A	32.	D	42.	B		
3.	C	13.	A	23.	A	33.	E	43.	C		
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		

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		
4.	D	24.	C	44.	C	64.	D		
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		

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