

Lesson 9: Boolean Logic

1. What is Boolean logic primarily used for in computing?

- a) Creating graphics
- b) Evaluating conditions in programming
- c) Managing computer memory
- d) Connecting to the internet

2. What are the possible outcomes of a Boolean expression?

- a) True or False
- b) Yes or No
- c) High or Low
- d) 1 or 2

3. Which Boolean operator requires both conditions to be true for the result to be true?

- a) OR
- b) NOT
- c) AND
- d) XOR

4. What does the OR operator do in a Boolean expression?

- a) Returns true if both conditions are false
- b) Returns true if at least one condition is true
- c) Returns true if neither condition is true
- d) Returns false only if both conditions are true

5. What is the shape of the AND logic gate symbol similar to?

- a) The letter O
- b) The letter S
- c) The letter T
- d) The letter D

6. Evaluate the Boolean expression: If $A > 0$ AND $A < 10$, and the value of A is 7.

- a) True
- b) False
- c) Neither
- d) Both

7. Evaluate the Boolean expression: If $A = \text{green}$ OR $B = \text{blue}$, and the value of B is blue.

- a) True
- b) False
- c) Neither
- d) Depends on A

8. When using “NOT” in a Boolean expression, what does it do?

- a) It increases the number of true options
- b) It rejects all options
- c) It inverts the value of the statement
- d) It combines all available options

9. If an OR gate has two inputs, A and B, under what condition will the output be false?

- a) Both A and B are true
- b) A is true and B is false
- c) A is false and B is true
- d) Both A and B are false

10. Which devices would be selected by the Boolean expression "Mobile phones AND Samsung products"?

- a) All mobile phones
- b) Only Samsung mobile phones
- c) All Samsung products
- d) Non-Samsung mobile phones

Answers

1.b	2.a	3.c	4.b	5.d	6.a	7.a	8.c	9.d	10.b
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Lesson 10: Applying Boolean Logic

1. Logic circuits that perform operations like AND, OR, and NOT are called:

- a) Blocks
- b) Gates
- c) Paths
- d) Nodes

2. Which of the following is not a logic gate?

- a) AND
- b) OR
- c) IF
- d) NOT

3. What is the output of A AND B when A=1 and B=0?

- a) 0
- b) 1
- c) NOR
- d) OR

4. The OR operation in Boolean algebra follows which property?

- a) Associative
- b) Commutative
- c) Distributive
- d) All of these

5. What does a truth table show?

- a) The design of a logic gate
- b) The possible outcomes of Boolean expressions
- c) The speed of a circuit
- d) The power consumption of sensors

6. What does the AND operator require for the output to be true?

- a) At least one input is true
- b) Both inputs are true
- c) Neither input is true
- d) Only one input is false

7. Truth Table for $Q = A \text{ AND } (\text{NOT } B)$ is given below. What are the missing values in truth table?

A	B	Q
0	0	?
0	1	?
1	0	?
1	1	?

- a) 0, 0, 1, 0
- b) 0, 1, 0, 1
- c) 1, 0, 1, 1
- d) 1, 1, 0, 0

8. Truth Table for $Q = A \text{ OR } (B \text{ AND } C)$ is given below. What are the missing values in truth table?

A	B	C	Q
0	0	0	?
0	0	1	?
0	1	0	?
0	1	1	?

- a) 0, 0, 0, 1
- b) 0, 0, 1, 0
- c) 0, 1, 0, 0
- d) 0, 1, 1, 1

9. In a greenhouse, if the soil is too wet AND it is too hot, what action might be taken?

- a) Turn on the heater
- b) Open the air vents and use underground heating
- c) Close the blinds
- d) Turn off the irrigation system

10. For a truth table of an OR gate with three inputs (A, B, C), what is the output Q when A=0, B=0, C=1?

- a) True
- b) False
- c) Depends on other conditions
- d) Neither true nor false

Answers

1.b	2.c	3.a	4.d	5.b	6.b	7.a	8.a	9.d	10.a
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Lesson 11: Binary Numbers and Calculations

1. What is the base of the binary number system?

- a) 10
- b) 8
- c) 2
- d) 16

2. In binary addition, what is the result of $1 + 0$?

- a) 0
- b) 1
- c) 2
- d) 10

3. What is the denary equivalent of the binary number 11001?

- a) 9
- b) 19
- c) 25
- d) 27

4. What is the binary representation of decimal 17?

- a) 10000
- b) 10011
- c) 10010
- d) 10001

5. The binary sum of $1101 + 1011$ is:

- a) 10100
- b) 11000
- c) 11100
- d) 11010

6. The binary form of decimal 63 is:

- a) 101011
- b) 111000
- c) 110111
- d) 111111

7. What is the binary representation of the decimal number 35?

- a) 100011
- b) 100100
- c) 101010
- d) 100101

8. To subtract binary numbers, the first step is:

- a) Start from the leftmost column
- b) Start from the rightmost column
- c) Convert to decimal first
- d) Subtraction not possible in binary

9. What is always true about the rightmost digit of an odd binary number?

- a) Always 0
- b) Always 1
- c) It varies
- d) Cannot be determined

10. In Binary addition, what should you do when the sum in a column exceeds 1 (i.e., it becomes 2)?

- a) Carry over 1 to the next column
- b) Carry over 0 to the next column
- c) Carry over 2 to the next column
- d) Don't carry over anything

Answers

1.c	2.b	3.c	4.d	5.b	6.d	7.a	8.b	9.b	10.a
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Lesson 12: Base Number System

1. The base of the octal number system is:

- a) 2
- b) 8
- c) 10
- d) 16

2. The hexadecimal form of decimal 15 is:

- a) F
- b) B
- c) C
- d) D

3. The denary equivalent of binary 1011 is:

- a) 5
- b) 9
- c) 11
- d) 13

4. How many digits are used in the octal number system?

- a) 6
- b) 8
- c) 10
- d) 16

5. The denary value of binary 1101 is:

- a) 5
- b) 7
- c) 13
- d) 15

6. The binary representation of decimal 42 is:

- a) 001010
- b) 101010
- c) 110100
- d) 111010

7. The hexadecimal representation of decimal 255 is:

- a) FF
- b) 1FF
- c) 100
- d) 255

8. The sum of binary numbers 1101 + 1010 is:

- a) 1111
- b) 10101
- c) 10111
- d) 10010

9. The octal representation of decimal 50 is:

- a) 32
- b) 40
- c) 44
- d) 62

10. The hexadecimal representation of decimal 10 is:

- a) A
- b) B
- c) C
- d) D

Answers

1.b	2.a	3.c	4.b	5.c	6.b	7.a	8.c	9.d	10.a
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Lesson 13: Converting Base Numbers 1

1. Convert the hexadecimal number 3A to decimal.

- a) 58
- b) 52
- c) 37
- d) 42

2. What base is represented by the subscript in 101010_2 ?

- a) Octal
- b) Binary
- c) Decimal
- d) Hexadecimal

3. The binary representation of decimal 13 is:

- a) 1100
- b) 1110
- c) 1011
- d) 1101

4. Convert decimal 73 to binary.

- a) 1001000
- b) 101101
- c) 1001001
- d) 111001

5. The hexadecimal representation of decimal 15 is:

- a) A
- b) B
- c) C
- d) F

6. Convert decimal 57 to binary.

- a) 111000
- b) 110110
- c) 111001
- d) 110111

7. Convert binary 110110 to decimal.

- a) 43
- b) 52
- c) 54
- d) 49

8. The decimal equivalent of binary 101011 is:

- a) 16
- b) 43
- c) 26
- d) 31

9. The octal representation of decimal 45 is:

- a) 36
- b) 41
- c) 55
- d) 64

10. In binary 111001, which column represents the value 4?

- a) 1st from the right
- b) 2nd from the right
- c) 3rd from the right
- d) 4th from the right

Answers

1.a	2.b	3.d	4.c	5.d	6.c	7.c	8.b	9.c	10.c
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Lesson 14: Converting Base Numbers 2

1. To convert 765 into octal, we start from which base?

- a) Binary
- b) Octal
- c) Hexadecimal
- d) Decimal

2. The octal equivalent of decimal 765 is:

- a) 765
- b) 1375
- c) 1765
- d) 7650

3. The number 631₈ belongs to which base system?

- a) Octal
- b) Hexadecimal
- c) Binary
- d) Decimal

4. To convert 545 into hexadecimal, we use which base system?

- a) Octal
- b) Binary
- c) Hexadecimal
- d) Decimal

5. The decimal equivalent of hexadecimal A3D is:

- a) 4037
- b) 2621
- c) 2779
- d) 156

6. In hexadecimal, the letter F represents:

- a) 14
- b) 15
- c) 16
- d) 17

7. The octal equivalent of decimal 63 is:

- a) 63
- b) 111
- c) 77
- d) 57

8. The decimal equivalent of octal 346 is:

- a) 346
- b) 230
- c) 262
- d) 208

9. How many groups of 64 are there in octal number 5346?

- a) 5
- b) 4
- c) 3
- d) 6

10. How many groups of 16 are there in hexadecimal FFE?

- a) 255
- b) 254
- c) 256
- d) 257

Answers

1.d	2.b	3.a	4.d	5.b	6.b	7.c	8.b	9.c	10.a
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Lesson 1: Programming: Lists and Arrays

1. What is the primary purpose of a list in programming?

- a) To store only numeric data
- b) To execute functions
- c) To store a sequence of elements
- d) To create dynamic variables

2. What is the first element index in a list or array?

- a) 1
- b) 10
- c) -1
- d) 0

3. What does the `Numbers.sort()` method do in Python?

- a) Reverses the list
- b) Arranges the list in ascending order
- c) Deletes elements from the list
- d) Adds new elements to the list

4. Which of the following correctly declares an empty list in Python?

- a) `my_list = []`
- b) `my_list = [0, 0, 0]`
- c) `my_list = [none]`
- d) `my_list = ()`

5. Which method removes the last element from a list?

- a) `remove()`
- b) `pop()`
- c) `delete()`
- d) `erase()`

6. What is a string in programming?

- a) A sequence of characters
- b) A sequence of numbers
- c) A type of loop
- d) A fixed-size array

7. What is the output of this code?

- a) [5, 2, 8, 1, 9]
- b) [1, 2, 5, 8, 9]
- c) [9, 8, 5, 2, 1]
- d) none

● ● ● Code

```
nums = [5, 2, 8, 1, 9]
nums.sort()
print(nums)
```

8. What does the len() function return when applied to a list?

- a) Total number of elements
- b) Sum of all elements
- c) Average of elements
- d) Largest element

9. What will happen if you run the following Python code with a list MyNumbers = [10, 20, 30]?

- a) 20
- b) 10
- c) 30
- d) Error

● ● ● Code

```
MyNumbers.reverse()
print(MyNumbers[1])
```

10. Which of the following will give output as [23,2,9,75]? If list1 = [6,23,3,2,0,9,8,75]

- a) print(list1[1:7:2])
- b) print(list1[0:7:2])
- c) print(list1[1:8:2])
- d) print(list1[0:8:2])

Answers

1.c	2.d	3.b	4.a	5.b	6.a	7.b	8.a	9.a	10.c
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Lesson 2: User Interfaces

1. What does GUI stand for?

- a) Graphical Unit Interface
- b) Graphical User Interface
- c) General User Interface
- d) General Unit Interface

2. In UI/UX design, UI stands for:

- a) User Identifier
- b) User Interaction
- c) User Interface
- d) User Insight

3. What is the main goal when designing a user interface?

- a) To make it look complex
- b) To minimize the number of inputs
- c) To use as many colors as possible
- d) To meet the needs of the user

4. What is meant by "lower case" in a user interface?

- a) Capital letters only
- b) Small letters with no capitalization
- c) A mix of capital and small letters
- d) Letters with special characters

5. Which is a key principle of good user interface design?

- a) Complexity
- b) Clutter
- c) Consistency
- d) Chaos

6. Responsive design in user interfaces means:

- a) Interface that responds with humor
- b) Interface that responds to voice commands
- c) Interface that adapts to different screen sizes and devices
- d) Interface that changes colors with mood

7. Why might a user interface with unclear instructions cause problems?

- a) It makes the program run slower
- b) Users may enter data in the wrong format
- c) It increases the program's size
- d) It prevents the program from saving data

8. A user interface has a prompt: “Select: A for height in cm, B for height in meters, C for height in feet and inches.” What is the benefit of this design?

- a) It allows the program to run faster
- b) It ensures users input height in a consistent, expected format
- c) It reduces the need for user input
- d) It makes the interface look more colorful

9. Which is an example of a user interface element?

- a) Algorithm
- b) Database
- c) Dropdown menu
- d) Loop

10. Which of the following is a role in the UI design process?

- a) UX designer
- b) Database administrator
- c) System administrator
- d) Network engineer

Answers

1.b	2.c	3.d	4.b	5.c	6.c	7.b	8.b	9.c	10.a
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Lesson 3: Programming: Good Practice

1. What is typically considered good practice in programming?

- a) Writing code without comments
- b) Ignoring naming conventions
- c) Making code as complex as possible
- d) Using clear comments, following conventions, keeping code simple

2. What is a benefit of using meaningful variable names?

- a) They make the code easier to understand
- b) They make the code run faster
- c) They reduce the size of the program
- d) They prevent all bugs

3. What does indentation in code help with?

- a) Increasing program speed
- b) Marking the start and end of control structures
- c) Adding comments to the code
- d) Reducing the number of variables

4. What does code portability mean?

- a) Ability to transfer code between languages
- b) Code that works only on one computer
- c) Code runs on different systems without modification
- d) Process of documenting code

5. How can you stop a running Python program in Terminal?

- a) Close the terminal
- b) Press Enter
- c) Press CTRL+C
- d) Double-click the Python file

6. Why is reusability a good practice?

- a) Increases costs
- b) Slows development
- c) Reuse of tested components saves time
- d) Leads to complex code

7. What is a benefit of following consistent coding standards across a development team?

- a) It allows the team to use different programming languages
- b) It increases efficiency and reduces errors
- c) It eliminates the need for documentation
- d) It makes the code more complex

8. What is the advantage of using CamelCase for variable names?

- a) Makes code harder to read
- b) Saves memory
- c) Allows spaces in names
- d) Enhances readability and separates words

9. When should test cases be planned?

- a) After coding is complete
- b) During design and coding phases
- c) After deployment
- d) Only when errors appear

10. What is the purpose of code comments?

- a) To make the code look colorful
- b) To help developers understand the code
- c) To execute the program
- d) To store data in the program

Answers

1.d	2.a	3.b	4.c	5.c	6.c	7.b	8.d	9.b	10.b
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Lesson 4: Programming: Data Structure

1. What is a data structure?

- a) A way to format data for printing
- b) A way to organize data for efficient access
- c) A type of programming language
- d) A method to display data on the screen

2. What does LIFO stand for in the context of a stack?

- a) Last-In-First-Out
- b) First-In-Last-Out
- c) Last-In-Fast-Output
- d) First-In-First-Out

3. Which operation removes an element from the front of a queue?

- a) Push
- b) Pop
- c) EnQueue
- d) DeQueue

4. Which operation is used to access an element in an array?

- a) Sorting
- b) Indexing
- c) Looping
- d) Deleting

5. What happens when you try to perform a Pop operation on an empty stack?

- a) Overflow condition
- b) Underflow condition
- c) The stack grows
- d) The stack sorts itself

6. What is the correct way to create an empty list in Python?

- a) {}
- b) ()
- c) list()
- d) new list()

7. What will this code output?

- a) [1, 2, 3]
- b) [4, 3, 2, 1]
- c) [1, 2, 3, 4]
- d) 4

Code

```
nums = [1, 2, 3]
nums.append(4)
print(nums)
```

8. Rearrange the code segments to correctly calculate the sum of two numbers:

- a) 3, 2, 1, 4
- b) 2, 3, 4, 1
- c) 3, 2, 4, 1
- d) 2, 3, 1, 4

Code

```
1 print(sum)
2 num1 = 5
3 num2 = 7
4 sum = num1 + num2
```

9. In a stack with elements [6, 19, 33] (where 33 is the top), what is the result after performing a Pop operation?

- a) [6, 19]
- b) [6, 33]
- c) [19, 33]
- d) [6, 19, 33]

10. What is the result of performing an EnQueue operation on a full queue?

- a) The queue shrinks
- b) An Empty Queue Exception occurs
- c) The element is added to the front
- d) A Full Queue Exception occurs

Answers

1.b	2.a	3.d	4.b	5.b	6.c	7.c	8.b	9.a	10.d
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Lesson 5: Modular Code

1. What is the primary goal of modular code?

- a) To increase complexity
- b) To create monolithic programs
- c) To improve organization and maintainability
- d) To make debugging harder

2. What is a module in programming?

- a) A separate component used in different programs
- b) A full program that cannot be reused
- c) A type of variable
- d) A looping structure

3. Where is a function definition written?

- a) Inside the main program only
- b) Separate from the main program
- c) Only in the output section
- d) Inside a loop

4. How does modular code improve maintainability?

- a) Makes code harder to understand
- b) Encourages duplication
- c) Makes debugging easier
- d) Prevents testing

5. Which characteristic best describes a module in modular programming?

- a) It performs a specific function or task
- b) It contains a large monolithic block of code
- c) It is always written in assembly language
- d) It is not reusable in different programs

6. Why does modular programming make debugging easier?

- a) Fewer variables are used
- b) Small parts are easier to test
- c) No need for functions
- d) All code is in one block

7. What is the role of a "Function call" in a program?

- a) It defines a reusable code block.
- b) It passes values into a function.
- c) It creates a function that can be reused.
- d) It activates a function in the main program.

8. How does modular programming support teamwork?

- a) Everyone works on the same function
- b) Different people can work on different parts
- c) Programmers cannot test their code
- d) All code must be written together

9. A function calculates the average of numbers. How can it help other projects?

- a) It can only be used once
- b) It can be reused in other programs
- c) It must be rewritten every time
- d) It cannot be tested separately

10. Which practice supports modular code?

- a) Writing everything in one large function
- b) Using global variables everywhere
- c) Breaking tasks into smaller functions/classes
- d) Avoiding functions

Answers

1.c	2.a	3.b	4.c	5.a	6.b	7.d	8.b	9.b	10.c
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Lesson 6: Testing and Improving Programs 1

1. Which statement is often used to display debugging info?

- a) print()
- b) input()
- c) delete()
- d) compile()

2. What is the primary purpose of debugging tools?

- a) To write code quickly
- b) To make code complex
- c) To inspect and correct program execution
- d) To remove user input

3. Which tool lets a programmer step through code line by line?

- a) Break
- b) Watch
- c) Step
- d) Execute

4. What is the main advantage of using debugging tools when inspecting code with loops?

- a) Faster program execution
- b) Efficient identification of loop conditions
- c) Enhanced code readability
- d) Better understanding of function calls

5. Which is a common debugging tool?

- a) Word processor
- b) Spreadsheet
- c) Debugger
- d) Web browser

6. Which of the following shows a bug in code?

- a) Code compiles fine
- b) Program gives unexpected results
- c) Code has comments
- d) Program runs very fast

7. Debugging mainly improves which programming practice?

- a) Code organization
- b) Code complexity
- c) Code optimization
- d) Code correctness

8. How do debugging tools improve maintainability?

- a) By making code complex
- b) By removing comments
- c) By allowing efficient error fixing
- d) By making code less organized

9. What happens when non-functional testing is successfully applied to an application?

- a) The application's user interface is improved
- b) The application becomes robust and resistant to vulnerabilities
- c) The application's code is rewritten
- d) The application's functionality is reduced

10. In functional testing, how does a programmer construct test data?

- a) By analyzing the program's source code for errors
- b) By creating data based on the program's specifications
- c) By measuring the program's execution speed
- d) By modifying the program's user interface

Answers

1.a	2.c	3.c	4.b	5.c	6.b	7.d	8.c	9.b	10.b
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Lesson 7: Testing and Improving Programs 2

1. What does functional testing mainly focus on?

- a) Code readability
- b) Code efficiency
- c) Design specifications
- d) Code complexity

2. What type of testing is functional testing considered?

- a) White box testing
- b) Black box testing
- c) Automated testing
- d) Security testing

3. When should functional testing be conducted?

- a) After non-functional testing
- b) Before non-functional testing
- c) At the same time as non-functional testing
- d) Only during debugging

4. Which testing type checks acceptable input values and correct calculations?

- a) Functional testing
- b) Operational testing
- c) Syntax testing
- d) Efficiency testing

5. What is tested in operational testing?

- a) User interface
- b) Calculations
- c) Scalability
- d) Reliability

6. In operational testing, how many times should each calculation be tested with different values?

- a) Once
- b) At least twice
- c) Three times
- d) Five times

7. What is the main benefit of using test plans in operational testing?

- a) Faster execution
- b) No need for comments
- c) Step-by-step analysis of code behaviour
- d) Organized testing and result recording

8. How does functional testing differ from non-functional testing?

- a) Tests user expectations vs. requirements
- b) Uses white box vs. black box
- c) Focuses on functionality vs. performance
- d) Performed after vs. before

9. What should a tester do if a functional test fails?

- a) Modify specifications
- b) Debug the program
- c) Test performance
- d) Ignore the result

10. When evaluating program output in functional testing, what is the goal?

- a) Assess complexity
- b) Ensure fast execution
- c) Verify expected behavior
- d) Identify syntax errors

Answers

1.c	2.b	3.b	4.a	5.d	6.b	7.d	8.c	9.b	10.c
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Lesson 8: Testing and Improving Programs 3

1. Which errors are the focus when testing for logic issues?

- a) Syntax errors
- b) Runtime errors
- c) Logic errors
- d) Compilation errors

2. What is the main purpose of testing for logic errors?

- a) Ensure program runs error-free
- b) Find mistakes in reasoning or logic
- c) Optimize program speed
- d) Improve code style

3. Why are syntactic errors easy to fix?

- a) They produce incorrect outputs
- b) The compiler identifies them
- c) They involve program logic
- d) They occur during execution

4. What defines a logical error?

- a) Syntax rule violation
- b) Incorrect program output
- c) Missing semicolon
- d) Multiple variable declarations

5. Which action is NOT useful for spotting logic errors?

- a) Code review
- b) Testing with varied inputs
- c) Peer debugging
- d) Ignoring unexpected outputs

6. Which error type does not produce an error message?

- a) Syntactic error
- b) Semantic error
- c) Logical error
- d) Compilation error

7. When do semantic errors typically become noticeable?

- a) During compilation
- b) During program execution
- c) During code writing
- d) During debugging

8. Which of the following is a logic error?

- a) Missing semicolon
- b) Divide by zero
- c) Wrong variable spelling
- d) Adding instead of subtracting

9. What is a common way to test for logic errors?

- a) Automated testing tools
- b) Running program with no input
- c) Writing entire code in one go
- d) Avoiding testing

10. A programmer forgets a break statement in switch case, causing unexpected behavior. What error is this?

- a) Logical error
- b) Syntactic error
- c) Semantic error
- d) Runtime error

Answers

1.c	2.b	3.b	4.b	5.d	6.c	7.b	8.d	9.a	10.a
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Lesson 17: Spreadsheet Modelling

1. What is a spreadsheet model used for?

- a) Analyzing decision problems
- b) Writing code
- c) Designing websites
- d) Storing images

2. What is the primary goal of a cash flow forecast?

- a) Always keep balance negative
- b) Maintain a positive closing balance
- c) Increase number of expenses
- d) Avoid projecting sales

3. What does the opening balance represent?

- a) Monthly expenses
- b) Profit for the month
- c) Money left at month end
- d) Funds available at the start

4. In spreadsheet modeling, a negative closing balance means:

- a) Business is profitable
- b) Business has no revenue
- c) Business has financial difficulties
- d) Expenses are exaggerated

5. What does the “one row, one formula” rule ensure?

- a) Consistent formulas
- b) Multiple formulas per row
- c) Random data entry
- d) Hidden calculations

6. What does a project planning spreadsheet model typically include?

- a) Social media metrics
- b) Critical path schedules
- c) Email templates
- d) User login details

7. Why should inputs, calculations, and results be separated in a spreadsheet model?

- a) To reduce file size
- b) To improve clarity
- c) To hide data
- d) To speed up calculations

8. How can a business ensure a positive closing balance?

- a) Increase expenses
- b) Reduce revenue
- c) Manage expenses and revenue effectively
- d) Stop tracking finances

9. What type of calculations are used in a risk analysis spreadsheet model?

- a) File compression
- b) Password encryption
- c) Image processing
- d) Probability calculations

10. A profit and loss spreadsheet model shows a company's expenses exceed its income. What does this indicate?

- a) Net loss
- b) Positive cash flow
- c) Forecast error
- d) High KPIs

Answers

1.a	2.b	3.d	4.c	5.a	6.b	7.b	8.c	9.d	10.a
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Lesson 15: Computer Models and Simulations 1

1. What does a simulation do?

- a) Deletes system data
- b) Replaces real systems
- c) Modifies real systems
- d) Mimics real systems

2. What is a key advantage of simulations?

- a) High cost
- b) Slow processing
- c) Fixed variables
- d) Low risk

3. A simulated environment is designed to offer:

- a) Physical challenges
- b) Real-world consequences
- c) Controlled experience
- d) High risk

4. In a simulation, variables are:

- a) Factors that cannot be changed
- b) Physical objects
- c) Elements adjusted for different outcomes
- d) Fixed components

5. What does "interactive" mean in a simulation?

- a) Lacks engagement
- b) Users can engage and influence it
- c) Passive experience
- d) Complex interface

6. Why are simulations repeatable?

- a) They require physical systems
- b) They allow exact parameter control
- c) They use random parameters
- d) They are always low-cost

7. What is a limitation of simulations?

- a) Easy development
- b) Low accuracy
- c) Time-consuming creation
- d) No variable control

8. How does a flight simulator benefit pilot training?

- a) Reduces flight time
- b) Modifies aircraft design
- c) Tests real aircraft
- d) Simulates turbulence safely

9. Why might simulation results be hard to interpret?

- a) Lack of variables
- b) Fixed outcomes
- c) Complex model outputs
- d) Simple system designs

10. Which device provides immersive experiences in VR simulations?

- a) Physical models
- b) Data gloves
- c) Textbooks
- d) Printed diagrams

Answers

1.d	2.d	3.c	4.c	5.b	6.b	7.c	8.d	9.c	10.b
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Lesson 16: Computer Models and Simulations 2

1. What is the primary factor that goes into or out of a closed system?

- a) Matter
- b) Energy
- c) Feedback
- d) Environment

2. Which is NOT a characteristic of a closed system?

- a) Accuracy and reliability
- b) No feedback element
- c) Interaction with the environment
- d) Energy input/output only

3. Which system is self-correcting?

- a) Tumble dryer
- b) Washing machine
- c) Iron
- d) Central heating system

4. Which system requires checking and maintenance to stay accurate?

- a) Hair dryer
- b) Central heating system
- c) Tumble dryer
- d) Pond

5. Why does an open system not know when to stop?

- a) Lacks a feedback element
- b) Requires maintenance
- c) It is self-correcting
- d) Has a sensor

6. Key characteristic of open systems:

- a) Self-correcting
- b) Always accurate
- c) No interaction with environment
- d) Completes process regardless of external factors

7. What makes medical simulation training effective?

- a) Uses real patients
- b) Allows safe practice
- c) Increases risks
- d) Limits skill learning

8. What is a limitation of aviation simulators compared to real flights?

- a) Cannot replicate stress levels
- b) Lack aircraft visuals
- c) Prevent skill training
- d) Increase operational costs

9. Why is a car air conditioning system considered closed?

- a) It has no interaction with the environment.
- b) It has a feedback element to maintain temperature.
- c) It continues to operate regardless of external factors.
- d) It is unreliable.

10. Primary difference between open and closed systems:

- a) Open systems require feedback
- b) Closed systems complete processes regardless of external factors
- c) Closed systems interact with environment
- d) Open systems lack feedback

Answers

1.b	2.c	3.d	4.b	5.a	6.d	7.b	8.a	9.b	10.d
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Lesson 18: Expert Systems

1. How do expert systems work?

- a) Using knowledge base and decision engine
- b) Understanding human feelings
- c) Doing complex math
- d) Making paintings

2. Which is an advantage of expert systems?

- a) They have emotions
- b) They can be creative
- c) Available 24/7
- d) Need regular training

3. Which is NOT an advantage of expert systems?

- a) Need a lot of information
- b) Can think creatively
- c) Struggle with unclear information
- d) Don't need regular training

4. How do expert systems deal with unclear information?

- a) Handle well and give accurate answers
- b) Ignore it
- c) May struggle with accuracy
- d) Make own interpretations

5. What is “triage” in expert systems?

- a) Deciding seriousness of a patient's condition
- b) Creating artwork
- c) Designing games
- d) Training experts

6. How much trust should users have in an online symptom checker?

- a) Trust completely
- b) Don't trust at all
- c) Trust somewhat, consult professional if needed
- d) Trust only if free

7. What is the user interface in an expert system?

- a) A data storage unit
- b) A communication tool
- c) A reasoning mechanism
- d) A rule generator

8. How does an expert system differ from a regular program?

- a) Uses random data
- b) Mimics human expertise
- c) Avoids user interfaces
- d) Stores no data

9. In a medical expert system, what might the knowledge base contain?

- a) Game strategies
- b) Diagnostic rules
- c) Flight schedules
- d) Traffic patterns

10. Should health organizations replace human staff with expert systems?

- a) Yes, always better
- b) No, can't provide emotional support
- c) Maybe, depending on availability
- d) No, but can work together with humans

Answers

1.a	2.c	3.b	4.c	5.a	6.c	7.b	8.b	9.b	10.d
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Lesson 19: Training Simulations and Virtual Reality

1. What is virtual reality (VR)?

- a) A simulated 3D environment
- b) A real-world overlay
- c) A coding platform
- d) A data storage system

2. What does augmented reality (AR) do?

- a) Replaces reality entirely
- b) Simulates physical objects
- c) Stores virtual data
- d) Enhances real-world visuals

3. How does VR benefit healthcare?

- a) Manages patient records
- b) Enables surgical practice
- c) Designs hospital layouts
- d) Tracks medical inventory

4. When using VR for training, what can employees do?

- a) Play games for fun
- b) Only watch videos
- c) Practice tasks and test responses
- d) Can't do anything

5. One potential disadvantage of simulations in training:

- a) Make training dangerous
- b) Some situations hard to simulate
- c) Always expensive
- d) Eliminate need for human trainers

6. Primary purpose of virtual training environments:

- a) Make training expensive
- b) Put trainees at risk
- c) Provide a safe way to practice tasks
- d) Replace human trainers

7. How might VR change future training?

- a) No impact
- b) Less realistic
- c) Enable more immersive and realistic experiences
- d) Replace all traditional training

8. What limitation does AR have compared to VR in educational settings?

- a) Requires expensive headsets
- b) Lacks immersive environments
- c) Cannot use smartphones
- d) Avoids real-world visuals

9. What is an example of an AR application?

- a) Pokémon Go
- b) Surgical training
- c) VR museum tour
- d) Flight simulator

10. How have simulations changed with advancing technology?

- a) More realistic and interactive
- b) Less realistic
- c) Less interactive
- d) No longer used for training

Answers

1.a	2.d	3.b	4.c	5.b	6.c	7.c	8.b	9.a	10.a
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Lesson 20: Using Simulation in Research and Development

1. What does "3D" mean in research and development?

- a) Three Delicious
- b) Three Dimensions
- c) Three Dangers
- d) Three Designs

2. Why do researchers use simulation in R&D?

- a) To replace real-life experiments
- b) To make virtual friends
- c) To create video games
- d) To bake cookies

3. Main job of a prototype in R&D:

- a) Simulate a rocket launch
- b) Be the final product
- c) Working model for testing
- d) Play music

4. One benefit of using simulation early in R&D:

- a) Makes products invisible
- b) Replaces prototypes entirely
- c) Speeds up testing and design
- d) Predicts the weather

5. Purpose of creating prosthetic limbs using 3D printing:

- a) Make them taste better
- b) Create virtual limbs
- c) Produce artificial limbs efficiently
- d) Build houses

6. Role of 3D printing in simulating products for R&D:

- a) Replaces simulation entirely
- b) Creates physical models for testing
- c) Markets products to consumers
- d) Grows virtual flowers

7. Term for using a 3D printer to create physical prototypes:

- a) 3D Modeling
- b) Additive Manufacturing
- c) 3D Simulation
- d) Magic Printing

8. Main goal of simulation in aerospace R&D:

- a) Replace real aircraft with virtual ones
- b) Create virtual passengers
- c) Eliminate prototypes
- d) Reduce cost of aircraft production

9. How does simulation help optimize agricultural R&D?

- a) Predict stock market
- b) Create virtual farms
- c) Make music
- d) Predict crop yields

10. Key benefit of 3D printing for prototyping in R&D:

- a) Makes prototypes disappear
- b) Allows rapid customization
- c) Grows virtual flowers
- d) Replaces prototypes with real products

Answers

1.b	2.a	3.c	4.c	5.c	6.b	7.b	8.d	9.d	10.b
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Lesson 21: Creating Computer Models

1. Which of the following is a real-world application of computer simulations?

- a) Building virtual computers
- b) Playing video games
- c) Creating software programs
- d) Predicting stock market trends

2. What is the essential function of an algorithm?

- a) Playing video games
- b) Solving complex problems
- c) Assembling physical computers
- d) Simulating real-world processes

3. Which software/computer program is commonly used for computer modelling?

- a) Blender
- b) MS Word
- c) Adobe Photoshop
- d) Google Chrome

4. Which term describes a computer model that represents the physical components of a computer?

- a) Simulation
- b) Algorithm
- c) Hardware model
- d) Software program

5. In computing, what is an "algorithm"?

- a) A computer model
- b) A set of instructions for solving a problem
- c) A physical hardware component
- d) A type of simulation software

6. What is the primary purpose of a computer model?

- a) Playing video games
- b) Simulating real-world processes
- c) Writing code
- d) Creating hardware components

7. Which file format is commonly used to save 3D models?

- a) .docx
- b) .stl
- c) .pdf
- d) .mp3

8. Which of the following is NOT a typical use of computer models?

- a) Predicting weather patterns
- b) Simulating flight conditions
- c) Editing text documents
- d) Designing architectural structures

9. PC building simulation software typically allows users to:

- a) Assemble virtual computers
- b) Write code
- c) Play video games
- d) Create hardware components

10. What is the primary goal of a computer simulation?

- a) Building physical hardware components
- b) Testing computer algorithms
- c) Imitating a real-world process or system
- d) Creating software applications

Answers

1.d	2.b	3.a	4.c	5.b	6.b	7.b	8.c	9.a	10.c
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Lesson 22: Data Validation

1. What is the main purpose of data validation in a spreadsheet?

- a) To make the spreadsheet look colorful
- b) To ensure data accuracy and correctness
- c) To increase the complexity of the spreadsheet
- d) To prevent data from being displayed

2. What does "input validation" mean in the context of spreadsheets?

- a) Adding more data to a spreadsheet
- b) Making the spreadsheet visually appealing
- c) Ensuring that entered data meets specific criteria
- d) Changing the appearance of the spreadsheet

3. What is the role of parentheses in the BODMAS rule?

- a) They indicate the beginning and end of the formula.
- b) They denote multiplication.
- c) They signify subtraction.
- d) They have no specific role in BODMAS.

4. What does a drop-down list in a spreadsheet do?

- a) Calculates totals
- b) Limits input choices
- c) Verifies data accuracy
- d) Formats text

5. Which data validation restricts times?

- a) Numeric range
- b) Time frame
- c) Email format
- d) Check boxes

6. What is the primary role of an error alert in data validation?

- a) To hide specific data in the spreadsheet
- b) To provide additional instructions to the user
- c) To slow down the spreadsheet calculations
- d) To display an error message when incorrect data is entered

7. Which of the following is an example of a data validation rule?

- a) Texts must be bold
- b) Email addresses must contain “@” symbol
- c) Images must be in JPG format
- d) Links must be underlined

8. Which of the following is a common aspect that can be validated in a spreadsheet?

- a) The physical size of the spreadsheet
- b) The format in which data is presented
- c) The category of data, such as numbers, text, or dates
- d) The color of the spreadsheet cells

9. What type of validation ensures that an input conforms to a particular data type?

- a) Format validation
- b) Range validation
- c) Presence validation
- d) Type validation

10. In data validation, what is a "data type"?

- a) The physical size of the spreadsheet
- b) The format in which data is presented
- c) The category to which data belongs, such as numbers, text, or dates
- d) The color of the spreadsheet cells

Answers

1.b	2.c	3.a	4.b	5.b	6.d	7.b	8.c	9.d	10.c
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Lesson 23: Evaluating Computer Models

1. What does the "S" in SMART objectives stand for?

- a) Simple
- b) Specific
- c) Secure
- d) Standard

2. What does a measurable objective include?

- a) A vague goal
- b) A percentage or number
- c) A color scheme
- d) A user interface

3. Why is it important to set SMART objectives for a project?

- a) To make the project more complex
- b) To ensure the project stays on schedule
- c) To provide clear criteria for success
- d) To allocate more resources to the project

4. When assessing a model or simulation, what should you consider to determine if it meets its objectives?

- a) The color scheme used
- b) Whether it's easy to find on the internet
- c) How well it explains complex concepts
- d) The objectives set at the beginning

5. What does a loan calculator tool primarily help users with?

- a) Calculating monthly mortgage payments
- b) Calculating savings account interest
- c) Calculating loan repayments
- d) Calculating retirement income

6. What aspect of a simulation should you consider when determining if it provides a basic understanding?

- a) The font size used
- b) The level of interactivity
- c) The number of colors used
- d) The length of the simulation

7. How can you assess whether a simulation is easy to use?

- a) By counting the number of pages, it has
- b) By examining the font style, it uses
- c) By testing user navigation and interaction
- d) By checking the background colour

8. When should SMART objectives be set in a project?

- a) During the project review phase
- b) After the project is completed
- c) At the beginning of the project
- d) When the project is halfway finished

9. What is the primary purpose of setting measurable objectives in a project?

- a) To make the project more complex
- b) To allow for vague project outcomes
- c) To track progress and success
- d) To impress stakeholders

10. Why might a SMART objective fail if it lacks a timely component?

- a) No clear deadline
- b) Missing resources
- c) Vague goals
- d) Complex code

Answers

1.b	2.b	3.c	4.d	5.c	6.b	7.c	8.c	9.c	10.a
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Lesson 24: Improving Computer Models

1. Why is readability of text important in a simulation?

- a) To add more colors
- b) To make it look foreign
- c) To check if text is easy to understand
- d) To increase complexity

2. What impact does a cluttered user interface have?

- a) Improves clarity
- b) Confuses and overwhelms users
- c) Simplifies use
- d) Enhances engagement

3. What role does layout effectiveness play in user interface design?

- a) Makes it complex
- b) Limits colors
- c) Reduces readability
- d) Improves user experience

4. What should be the main focus when checking educational content in a simulation?

- a) Relevance and easy to understand
- b) As technical as possible
- c) Appeal to all ages
- d) Reduce learning parts

5. What is a subjective opinion in evaluating a simulation?

- a) A measurable result
- b) A personal view
- c) A factual statement
- d) A coding error

6. What should developers consider for users with dyslexia?

- a) File formats
- b) Color combinations
- c) Data storage
- d) Code structure

7. How can an improved user interface design help a simulation succeed?

- a) By boosting user experience and engagement
- b) By increasing text size only
- c) By removing colors
- d) By making it complex

8. What role does an organized layout play?

- a) Creates complexity
- b) Restricts colors
- c) Removes content
- d) Provides clarity and better use

9. A simulation's timeline is hard to use. What improvement might help?

- a) Add more colors
- b) Simplify navigation
- c) Increase data size
- d) Remove instructions

10. What aspect matters most when checking a simulation's user interface?

- a) Number of pages
- b) Font style only
- c) Impact on user experience
- d) Only calculation complexity

Answers

1.c	2.b	3.d	4.a	5.b	6.b	7.a	8.d	9.b	10.c
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Lesson 26: Planning Research

1. What is a key benefit of conducting research?

- a) Limits communication
- b) Improves critical skills
- c) Reduces job opportunities
- d) Avoids data analysis

2. What does the “What” in the five ‘Ws’ of research refer to?

- a) Research location
- b) Research participants
- c) Research topic
- d) Research timeline

3. What does the “Who” in the five ‘Ws’ represent?

- a) Research schedule
- b) Research participants
- c) Research costs
- d) Research tools

4. What should a researcher do if a technique fails?

- a) Repeat the experiment
- b) Change the topic
- c) Ignore the issue
- d) Seek expert advice

5. What is an independent research project?

- a) Done by a group with outside influence
- b) Done without external influence or bias
- c) A project without data analysis
- d) A project using no random numbers

6. What does data analysis involve?

- a) Generating random numbers
- b) Tracking events only
- c) Examining and interpreting data
- d) Sharing results with a group

7. What is meant by "randomness"?

- a) Being systematic
- b) Being unpredictable, without pattern
- c) Recording data
- d) Adding up values

8. What is the purpose of a data table in research?

- a) To hold class discussions
- b) To generate random numbers
- c) To structure data for analysis
- d) To store raw equipment data

9. What does the "Generate" button do in a random number tool?

- a) Starts analysis
- b) Records data
- c) Produces random numbers
- d) Starts a discussion

10. What does "frequency count" mean?

- a) How often a value or event occurs
- b) The sum of all values
- c) Reviewing results
- d) Producing random data

Answers

1.b	2.c	3.b	4.d	5.b	6.c	7.b	8.c	9.c	10.a
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Lesson 27: Collecting Quantitative Data

1. Which device can record values like heart rate, time, and distance?

- a) Computer
- b) Smartphone
- c) Fitness tracker
- d) Tablet

2. Which of the following is NOT a method of collecting quantitative data?

- a) Surveys
- b) Wearable technologies
- c) Interviews
- d) Observation

3. Which of these is an example of discrete data?

- a) Height of students
- b) Number of cars in a parking lot
- c) Temperature of a city
- d) Weight of fruits

4. In data collection, what does "observation" mean?

- a) Asking people opinions
- b) Counting events as they occur
- c) Designing app layouts
- d) Analyzing survey answers

5. Which type of data is “number of students in a class”?

- a) Qualitative
- b) Quantitative
- c) Primary only
- d) Secondary only

6. Which app best tracks quantitative data?

- a) Calculator
- b) Social media
- c) Weather
- d) Fitness tracking

7. What is the main role of surveys in research?

- a) To gather opinions and preferences
- b) To measure heartbeats
- c) To design experiments
- d) To store data

8. What is data analysis?

- a) Collecting raw data
- b) Designing software
- c) Examining and interpreting data
- d) Presenting results only

9. Wearable fitness trackers use data to:

- a) Play songs
- b) Measure activity and heart rate
- c) Take photos
- d) Send texts

10. Which of the following is directly linked with data analysis?

- a) Data collection
- b) Analyzed data
- c) Purpose only
- d) User interface

Answers

1.c	2.c	3.b	4.b	5.b	6.d	7.a	8.c	9.b	10.b
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Lesson 28: Using Questionnaires and Interviews

1. Which type of questions are most common in questionnaires?

- a) Open-ended
- b) Closed-ended
- c) Hypothetical
- d) Leading

2. Why might scale-based data collection cause problems?

- a) It forces choices
- b) It may not explain reasons behind answers
- c) It collects only qualitative data
- d) It excludes personal opinions

3. What is the main purpose of a spreadsheet in research?

- a) To collect text answers
- b) To organize data for analysis
- c) To conduct interviews
- d) To create only charts

4. Which method is used to analyze qualitative data?

- a) Statistical software
- b) Content analysis
- c) Regression analysis
- d) Histogram

5. How is an interview different from a questionnaire?

- a) Interview = one-to-one talk, Questionnaire = printed questions
- b) Interview = always online, Questionnaire = face-to-face
- c) Interview = structured, Questionnaire = unstructured
- d) Interview = quantitative, Questionnaire = qualitative

6. What does “data processing” mean in analysis?

- a) Collecting responses
- b) Creating charts
- c) Organizing, manipulating, interpreting data
- d) Sharing data publicly

7. Which is an example of a scale question?

- a) What is your favorite color?
- b) Do you use social media?
- c) How much time do you spend online?
- d) What do you like doing in free time?

8. What does "mathematical range" measure?

- a) Average of data
- b) Difference between highest and lowest values
- c) Most frequent value
- d) Spread between two averages

9. What is the key objective when designing survey or interview questions?

- a) To confuse respondents
- b) To keep questions personal
- c) To know exactly what needs to be found out
- d) To ask as many questions as possible

10. How can a limited survey list be improved?

- a) Add an "Other" option
- b) Exclude items
- c) Use scales only
- d) Create more lists

Answers

1.b	2.b	3.b	4.b	5.a	6.c	7.c	8.b	9.c	10.a
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Lesson 25: Collecting and Analyzing Data

1. What is the main difference between qualitative and quantitative data?

- a) Qualitative = numerical, Quantitative = descriptive
- b) Qualitative = measurable, Quantitative = observational
- c) Qualitative = descriptive, Quantitative = numerical
- d) Qualitative = survey, Quantitative = experiment

2. Which of the following is an example of qualitative data?

- a) Temperature of water
- b) Weight of a book
- c) Color of a flower
- d) Speed of a car

3. What is the main characteristic of quantitative data?

- a) Based on opinions
- b) Can be counted or measured
- c) Always subjective
- d) Collected through interviews

4. What does the term "range" mean in data analysis?

- a) Average value
- b) Most frequent value
- c) Middle value
- d) Difference between lowest and highest values

5. What does it mean if data is "reliable"?

- a) It is always changing
- b) It would be the same if collected again
- c) It is 100% error-free
- d) It is based on personal feelings

6. What is primary data?

- a) Data collected by the government
- b) Data used for another purpose
- c) Data you gather yourself for a purpose
- d) Data taken from online sources

7. Which of the following is an example of primary data?

- a) Customer reviews on a website
- b) A researcher conducting interviews
- c) A student citing a textbook
- d) A news article reporting survey results

8. What is the main characteristic of secondary data?

- a) Collected directly from the source
- b) Always accurate
- c) Collected for one purpose, later reused
- d) Constantly changing

9. Why is it important to know whether data is qualitative or quantitative?

- a) Qualitative data is always better
- b) Quantitative data is more valuable
- c) It decides the analysis methods used
- d) Both are analyzed the same way

10. What is the main feature of primary data?

- a) Collected from an original source for a purpose
- b) Randomly picked from a database
- c) Always government-owned
- d) Always error-free

Answers

1.c	2.c	3.b	4.d	5.b	6.c	7.b	8.c	9.c	10.a
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Lesson 29: Data Analysis

1. What is data analysis?

- a) Collecting data
- b) Studying data to draw conclusions
- c) Designing questionnaires
- d) Making spreadsheets

2. What does "collate" mean in data analysis?

- a) To create graphs
- b) To collect and combine data
- c) To calculate averages
- d) To interpret results

3. Which measure of central tendency is the middle value?

- a) Mean
- b) Median
- c) Mode
- d) Range

4. What is the purpose of a questionnaire?

- a) To organize data in a table
- b) To collect information or opinions
- c) To calculate averages
- d) To display graphs

5. In data analysis, what does "mathematical range" show?

- a) Average value
- b) Spread of data
- c) Most frequent value
- d) Difference between highest and lowest

6. Which chart shows proportions using a circle divided into sectors?

- a) Line chart
- b) Bar chart
- c) Scatter plot
- d) Pie chart

7. What software is widely used for data analysis?

- a) Word
- b) PowerPoint
- c) Excel
- d) Photoshop

8. Which type of graph best represents the distribution of one quantitative variable?

- a) Bar chart
- b) Pie chart
- c) Histogram
- d) Line chart

9. The process of organizing, manipulating, and interpreting data is called:

- a) Data collection
- b) Data processing
- c) Data entry
- d) Data storage

10. What do we call the outcomes or deductions drawn from data analysis?

- a) Spreadsheets
- b) Averages
- c) Conclusions
- d) Questionnaires

Answers

1.b	2.b	3.b	4.b	5.d	6.d	7.c	8.c	9.b	10.c
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Lesson 30: Presenting Research Findings

1. What is the primary purpose of a presentation?

- a) Conveying research findings
- b) Data collection
- c) Creating visual aids
- d) Analyzing results

2. What type of data is numerical and measurable?

- a) Presentation Data
- b) Qualitative Data
- c) Quantitative Data
- d) Visual Data

3. Who are individuals participating in a research study?

- a) Animators
- b) Participants
- c) Presenters
- d) Reviewers

4. Which term describes a dynamic visual using motion to communicate information?

- a) Presentation Software
- b) Visual Aids
- c) Data Collection
- d) Animation

5. What are supplementary materials used to enhance presentations?

- a) Data Collection Methods
- b) Review Materials
- c) Animation Software
- d) Visual Aids

6. Which software is used to create and deliver slide-based presentations?

- a) Animation Software
- b) Presentation Software
- c) Data Analysis Software
- d) Visual Aids Software

7. What is the main purpose of animation in presentations?

- a) To collect data
- b) To review research methods
- c) To create visual aids
- d) To convey information with motion

8. What type of data is descriptive and non-numerical?

- a) Quantitative Data
- b) Qualitative Data
- c) Visual Data
- d) Presentation Data

9. What are methods used to gather research information called?

- a) Data Analysis Methods
- b) Data Collection Methods
- c) Review Methods
- d) Animation Methods

10. What is the process of summarizing key aspects of research for presentation?

- a) Data Collection
- b) Presentation
- c) Review
- d) Animation

Answers

1.a	2.c	3.b	4.d	5.d	6.b	7.d	8.b	9.b	10.c
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