COMPUTER SCIENCE 9TH - Multiple Choice Questions (MCQs)



FUNDAMENTALS OF COMPUTER

CHAPTER# 01

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Choose	the	right	answer:
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- 1. The device that converts hard copy into soft copy is:
 - (a) printer

(b) plotter

(c) V scanner

(d) barcode reader

- 2. Abacus was invented about:
 - (a) **v** 5000 years ago

(b) 4000 years ago

(c) 3000 years ago

2000 years ago (d)

- 3. Media players are:
 - business software

- education software (b)
- (c)

 ✓ entertainment software
- (d) productivity software
- The programs that are generally installed to manage and maintain overall computer 4. resources is:
 - (a)

 ✓ operating system

(b) utility program

(c) language translator (d) device driver

- 5. Modern languages use
 - (a) compiler

(b) √ interpreter

(c) converter

- (d) assembler
- A collection of wires connecting the CPU with main memory that is used to identify 6. particular locations is:
 - control bus (a)

(b) data bus

(c) **v** address bus

- (d) memory bus
- The inexpensive and most commonly used computers are: 7.
 - (a) super computer

(b) mainframe computer

(c) minicomputer

(d) **v** microcomputer

(d)

1694

(c) **v** 1642

(d) V 19th century

18th century

(c)

(d)

Fourth Generation Computers

Third Generation Computers

(c)

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33.	IBM :	IBM 7094 and IBM 1401 are examples of:					
	(a)	Fifth Generation Computers	(b)	Fourth Generation Computers			
	(c) √	Second Generation Computers	(d)	First Generation Computers			
34.	Use o	of high-level languages					
	Outp	$ut \longrightarrow Monitor$					
	Input	: → Keyboard					
	Time	sharing and real time operating syste	m				
	The a	bove mentioned characteristics descr	ribe:	h 03			
	(a)	First Generation Computers	(b)	Second Generation Computers			
	(c) √	Third Generation Computers	(d)	Fourth Generation Computers			
35.	IBM :	360 and IBM 370 are examples of:		92k			
	(a) √	Third Generation Computers	(b)	Fourth Generation Computers			
	(c)	Second Generation Computers	(d)	First Generation Computers			
36.	Third Generation of Computers was based on:						
	(a)	vacuum tubes	(b)	transistors			
	(c) √	ICs	(d)	microprocessors			
37.	Fourt	th Generation of Computers was base	d on:				
	(a)	vacuum tubes	(b)	transistors			
	(c)	ICs	(d) v	microprocessors			
38.	Use of semi-conductor memories RAM and ROM and magnetic storage became popular in						
	(a)	Third Generation Computers	(b) v	Fourth Generation Computers			
	(c)	Second Generation Computers	(d)	First Generation Computers			
39.	This	This generation also saw the development of Graphical User Interface (GUIs).					
	(a) v	Fourth Generation Computers	(b)	Third Generation Computers			
	(c)	Second Generation Computers	(d)	First Generation Computers			
40.	We a	re now using:					
	(a)	Second Generation Computers	(b)	Third Generation Computers			
	(c)	Fourth Generation Computers	(d) v	Fifth Generation Computers			

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41.	According to technology or type of data, computers are classified into:				
	(a)	two types	(b) v	three types	
	(c)	four types	(d)	five types	
42.	Acco	rding to their size, computers are divid	led into	o:	
	(a)	two types	(b)	three types	
	(c) √	four types	(d)	five types	
43.	The n	nost powerful, fastest and largest com	puters	are:	
	(a) √	super computers	(b)	mainframe computers	
	(c)	mini computers	(d)	microcomputers	
44.	Thev	are powerful multi-user and multi-pro	ressor	s computers	
171000	(a)	super computers	(b) v	mainframe computers	
	(c)	mini computers	(d)	microcomputers	
	(-)	compaters	(-)	- Aller - Alle	
45.	DEC \	VAX and IBM AS/400 are good example	es of:	O De la Companya de l	
	(a)	super computers	(b)	mainframe computers	
	(c) v	mini computers	(d)	microcomputers	
46.	They are also called Personal Computers (PCs).				
	(a)	super computers	(b)	mainframe computers	
	(c)	mini computers	(d) v	microcomputers	
47.	According to purpose, computers are divided into:				
	(a) √	two types	(b)	three types	
	(c)	four types	(d)	five types	
	A.º				
48.	Desktops, laptops, tablets and smart phones are examples of:				
	(a)	minicomputers	(b)	special purpose computers	
	(c) V	general purpose computers	(d)	mainframe computers	
49.	It is n	ow used to find real time location of p	eople	and objects.	
	(a)	A.I.	(b)	IR	
	(c)	RF	(d) v	GPS	

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50.	It car	be used for the simulation of a real	environ	ment for training and education.			
	(a)	Artificial Intelligence	(b) √	Virtual reality			
	(c)	Robotics	(d)	GPS			
51.	An IT	expert who manages an organizatio	n netwo	rk is:			
	(a)	software engineer	(b)	graphic designer			
	(c) √	network administrator	(d)	web designer			
52.	www	stands for:		C (D)			
	(a) v	World Wide Web	(b)	Wide World Web			
	(c)	Web World Wide	(d)	Wide World Work			
53.	It is t	he part of a computer that contains t	the prim	ary devices.			
	(a)	Microprocessor	(b)	ALU			
	(c)	Control unit	(d) v	System unit			
54.	Motherboard have connectors called:						
	(a)	jacks	(b)	switch board			
	(c) √	ports	(d)	slots			
55.	A mid	A microprocessor typically has:					
	(a)	three components	(b)	four components			
	(c) √	five components	(d)	six components			
56.	It functions just like a traffic policeman and manages and coordinates all the units of the computer.						
	(a)	Arithmetic logic unit	(b) v	Control Unit			
	(c)	System unit	(d)	Registers			
57.	It is a	It is a temporary storage area that holds the data that is being processed.					
	(a) v	Register	(b)	Cache			
	(c)	Data bus	(d)	Address Bus			
58.	It is a	n intermediate storage area, availab	le inside	microprocessor.			
	(a)	Register	(b) √	Cache			
	(c)	Data bus	(d)	Address Bus			

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59.	The i	mmediate processed information	is stored in	;		
	(a)	Register	(b)	Cache		
	(c) √	Data bus	(d)	Address Bus		
60.		mputer, they are the electric pa	iths on whi	ch data is sent or received by different		
	(a)	Register	(b)	Cache		
	(c)	CU	(d) v	Buses		
61.	They sensi		format und	lerstandable by computer through light		
	(a)	Input devices	(b)	Pointing devices		
	(c) v	Scanners	(d)	Output devices		
62.	Magr	netic Ink Character Recognition (N	AICR) and M	lagnetic Strip Reader are:		
	(a)	Input devices	(b)	Pointing devices		
	(c)	Scanners	(d) v	Output devices		
63.	It is p	It is permanent memory:				
	(a) v	ROM	(b)	RAM		
	(c)	Registers	(d)	Cache		
64.	It sto	res the major setting of compute	r permanen	tly.		
	(a) v	ROM	(b)	RAM		
	(c)	Registers	(d)	Cache		
65.	It is v	It is volatile and used to store data and instructions temporarily.				
	(a)	ROM	(b) v	RAM		
-	(c)	Hard drive	(d)	All of them		
66.	It is t	he master control program that n	nanages all	the system resources.		
	(a)	Device drivers	(b)	Utility drivers		
	(c)	Interpreter	(d) v	Operating system		

67.	Linux	is an example of:				
	(a)	device driver	(b)	utility program		
	(c) √	operating system	(d)	language translator		
68.	Antiv	irus software is an example of:				
	(a)	device driver	(b) v	utility program		
	(c)	operating system	(d)	language translator		
69.	It is u	sed to reorganize file on a hard disk d	rive to	increase performance of disk.		
	(a) V	Disk defragmenter	(b)	Disk cleaner		
	(c)	Disk organizer	(d)	Disk formation		
70.	It tra	11 (1.1.4)	ge pro	ogram into machine language before it		
		Assembler	(b) 1	Compiler		
	(a)		4.1	Compiler		
	(c)	Interpreter	(d)	Translator		
71.	Computer games, media players and web browsers are the examples of:					
	(a)	operating system	(b)	utility programs		
	(c)	device driver	(d) v	application software		
72.	MS O	office for Windows is an example of:				
	(a) √	productivity software	(b)	business software		
	(c)	entertainment software	(d)	educational software		
73.	It is a	set of instructions or a program.				
	(a)	Hardware	(b) √	Software		
	(c)	ALU	(d)	CU		
74.	Computer instructions are executed on the basis of:					
	(a)	CU timing	(b)	ALU timing		
	(c)	software instructions	(d) v	clock pulses		
75.	Prima	ary storage devices include:				
	(a)	Registers & Cache	(b)	Registers & RAM		
	(c) √	RAM & ROM	(d)	Cache & ROM		

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76.	The evolution of computers is generally divided in following three eras.				
	(a)	Two	(b) v	Three	
	(c)	Four	(d)	Five	
77.	First	Generation of Computers were devel	oping d	uring:	
	(a)	1940 to 1956	(b)	1956 to 1963	
	(c)	1964 to 1971	(d)	1971 to Present	
78.	Seco	nd Generation of Computers were de	velopin	g during:	
	(a)	1940 to 1956	(b) v	1956 to 1963	
	(c)	1964 to 1971	(d)	1971 to Present	
79.	Third	Generation of Computers were deve	eloping	during:	
	(a)	1956 to 1963	(b) v	1964 to 1971	
	(c)	1971 to Present	(d)	Present and beyond	
80.	Fourt	th Generation of Computers were de	veloping	during:	
	(a)	1956 to 1963	(b)	1964 to 1971	
	(c) √	1971 to Present	(d)	Present and beyond	
81.	Fifth	Generation of Computers were deve	loping d	uring:	
	(a)	1956 to 1963	(b)	1964 to 1971	
	(c)	1971 to Present	(d) v	Present and beyond	
82.	The major invention or technology used in first Generation of computers was:				
	(a) v	Vacuum Tubes	(b)	Integrated Circuits (ICs)	
	(c)	Microprocessors	(d)	Transistors	
83.	The r	major invention or technology used ir	secono	Generation of computers was:	
7	(a)	Integrated Circuits (ICs)	(b)	Vacuum Tubes	
	(c)	Artificial Intelligence Technology	(d) v	Transistors	
84.		h of the following is the major inversation of computers:	ention (innovation) or technology used in third	
	(a)	Microprocessors	(b)	Transistors	

Vacuum Tubes

(c)

(d) **√** Integrated Circuits (ICs)

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85.	The r	The major invention or technology used in fourth Generation of computers was:				
	(a)	Transistors	(b) v	Microprocessors		
	(c)	Integrated Circuits (ICs)	(d)	Artificial Intelligence Technology		
86.	The r	major invention or technology use	ed in fifth Ge	eneration of computers was:		
	(a)	Microprocessors	(b) v	Artificial Intelligence Technology		
	(c)	Transistors	(d)	Vacuum Tubes		
87.	Com	puter is a collection of all	the physical	parts or components of a computer.		
	(a)	Firmware	(b)	Software		
	(c) √	Hardware	(d)	Liveware		
88.	The _	is the main board whic	ch connects	different parts of computer.		
	(a)	hardboard	(b) √	motherboard		
	(c)	fatherboard	(d)	keyboard		
89.	There	There are typically components of a microprocessor (CPU).				
	(a)	four	(b) ∨	five		
	(c)	six	(d)	Three		
90.	Clock	speed is measured in :				
	(a)	minute and seconds	(b) √	MHz and GHz		
	(c)	Mb and Gb	(d)	hours and minutes		
91.		is a temporary storage area	known as į	programming model of 8 bits, 16 bits, 32		
	bits a	and 64 bits.				
	(a)	Ports	(b) v	Register		
	(c)	Cache	(d)	Buses		
92.	CPU I	has buses.				
	(a)	two	(b) v	three		
	(c)	four	(d)	five		
93.	The r	most common devices of a	a computer	are keyboard and mouse.		
	(a)	storage	(b) v	input		
	(c)	output	(d)	data		

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94.	The r	nost common dev	vices of a compute	r are monitor and printe	er.
	(a)	storage	(b)	input	
	(c) √	output	(d)	data	
95.	::	Computers are also k	nown as dedicated	computers.	
	(a)	Hybrid	(b)	General purpose	
	(c) v	Special purpose	(d)	Super	

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