Introducing the XML

Chapter 01: Understanding Markup Languages

22 February 2019

01. What is XML stands for?

- A. Extensible Media Language
- B. Extensible Makeup Language
- C. Extensible Markup Language
- D. Extensible Marking Language

Answer: C [Page: 7]

Q2. In document and print world, what does the markup refers to?

- A. To define structure for document content model
- B. Tagging electronic documents to modify the look and formatting or to establish the structure and meaning of the document for output some media such as printer or www.
- C. To set rules for web authoring language
- D. To define print format for documents

Answer: B [Page 7]

Q3. Which of the following is or are the purposes of markup language in electronic documents?

- A. To modify the look and formatting contents for output on some medium
- B. To process the content in a document for the input into an application
- C. To establish the structure and meaning of a document
- D. To enforce rules and constraints on data in the document

Answer: A, C [Page 7]

Q4. What does the HTML editor such as Dreamweaver or a word processing program such as Microsoft Word use to accomplish that formatting?

- A. Some kind of Markup
- B. Special binary instructions
- C. Postscript
- D. Scripting language

Answer: A [Page: 7]

Q5. _____ sets the structure of the document and defines the semantic meaning of elements.

- A. Markup
- B. Document Script
- C. Processor application
- D. Metadata

Answer: A [Page 7]

Q6. Which one of the following editing programs like Word processors generally use to accomplish formatting?

- A. Markup
- B. Runtime Script
- C. Typesetters
- D. Metadata

Answer: A [Page 7]

Q7. In electronic world, which one provides a way to code the text so that the output device know how the document was supposed to be structured and how the text was supposed to look?

- A. Markup
- B. Runtime Script
- C. Typesetters
- D. Metadata

Answer: A [Page 7]

Q8. What does the markup basically consist of?

- A. Binary instructions
- B. Tags
- C. Embedded programs
- D. All of the above

Answer: B [Page 7]

Q9. Which one closed markup?

- A. The rules of the markup are not publicly open and vendors cannot create own processors for markup language
- B. The rules of the markup are publicly open but vendors cannot create own processors for markup language
- C. The rules of the markup are publicly open and vendors can create own processors for markup language
- D. None of the above

Answer: A [Page 9]

Q10. Which one open markup?

- A. The rules of the markup are not publicly open and vendors cannot create own processors for markup language
- B. The rules of the markup are publicly open but vendors cannot create own processors for markup language
- C. The rules of the markup are publicly open and vendors can create own processors for markup language
- D. None of the above

Answer: C [Page 9]

A. B. C.	
A. B. C.	

Q17. _____ can be used to create other markup language with its own rules and purposes.

- A. Specific markup language
- B. Generalized markup language
- C. Open markup language
- D. Closed markup language

Answer: B [Page 14]

- Q18. Which of the following is NOT extensible?
 - A. HTML
 - B. RTF
 - C. XML
 - D. SGML

Answer: A, B

[Page 14]

- Q19. Which does not allow creation of other markup languages?
 - A. HTML
 - B. SGML
 - C. XML
 - D. None of the above

Answer: A [Page 14]

Q20. HTML is _____ of SGML.

- A. an application
- B. a subset
- C. a part
- D. a form

Answer: A [Page 14]

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