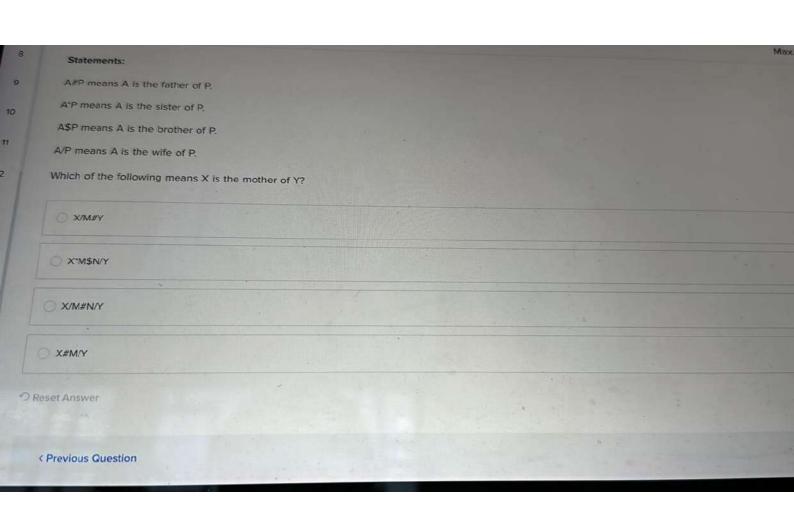
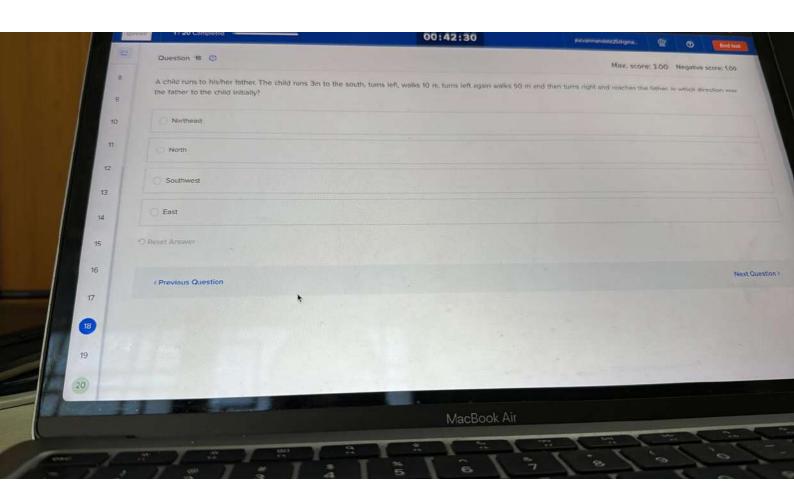
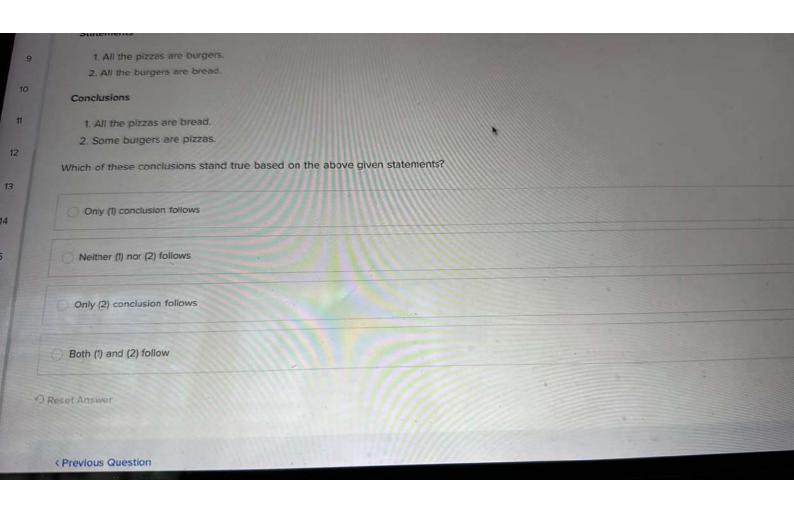
Question 9 ①					Max	score: 3.00 Nega	tive score
A customer purchases a TV from a sho	opkeeper. The shop	keeper gives a discount	of 25% and m	akes a profit of 10% by sat	ing it at \$1200 Sind	***	
\$ 1454.54						me marked bace	
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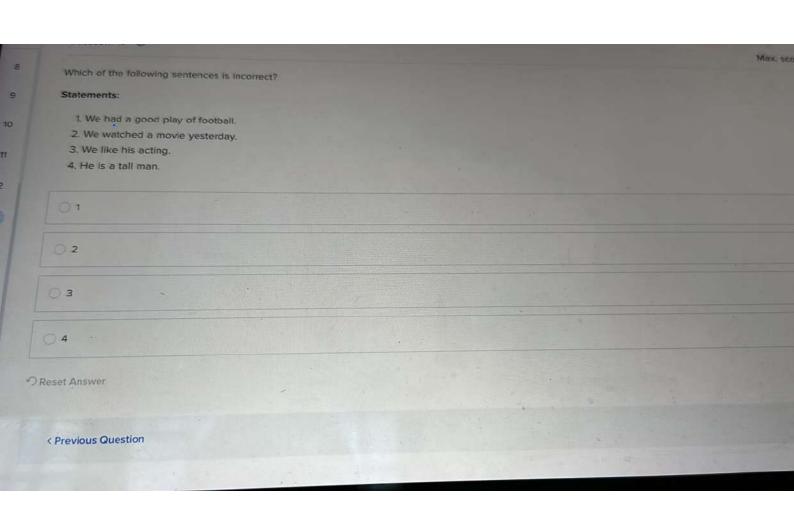




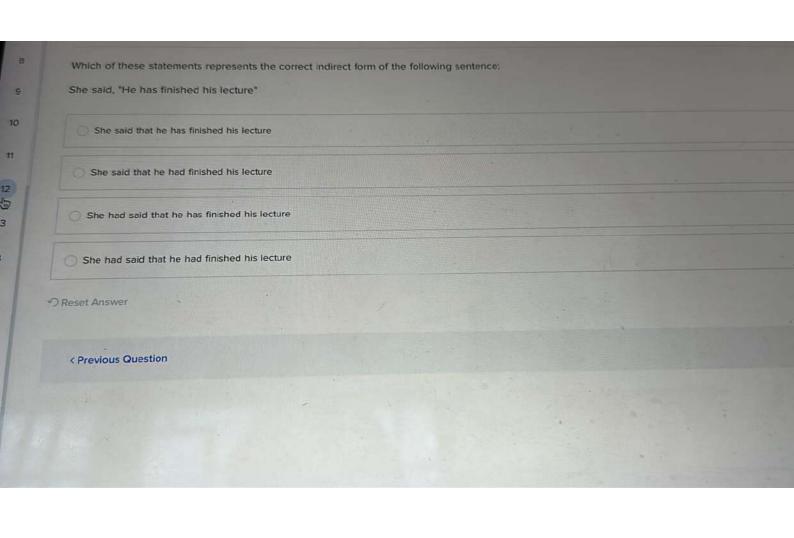


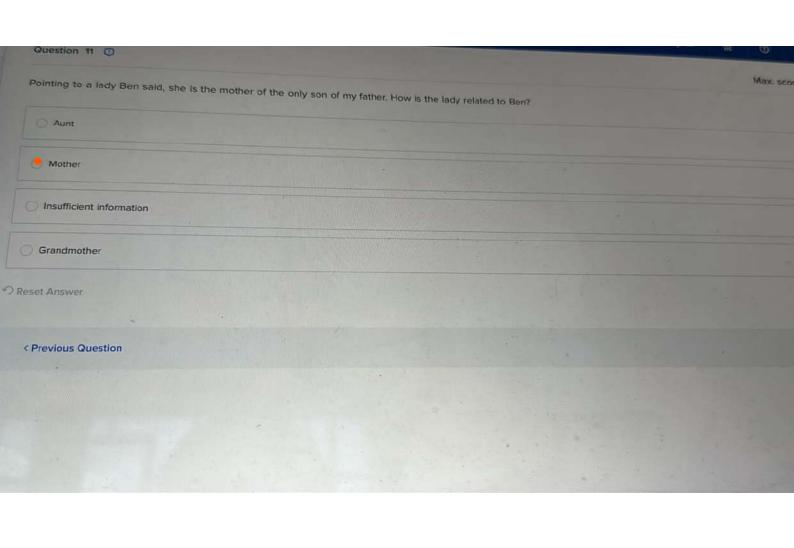
In a factory, there are two machines, I and II. Mo items produced by Machine II do not meet the produced by Machine II.	achine I produce 1000 items per day, standard. An item selected at randon	whereas Machine II produces 2200 in is found to not meet the standard.	Max. score: 3.00 Negatitems per day. 15 items produced by Mach Find the probability that the randomly sets	
O 17/33				
O 22/37				
31/37				
O 19/22				
Reset Answer				
⟨ Previous Question				No
	· 在		4	

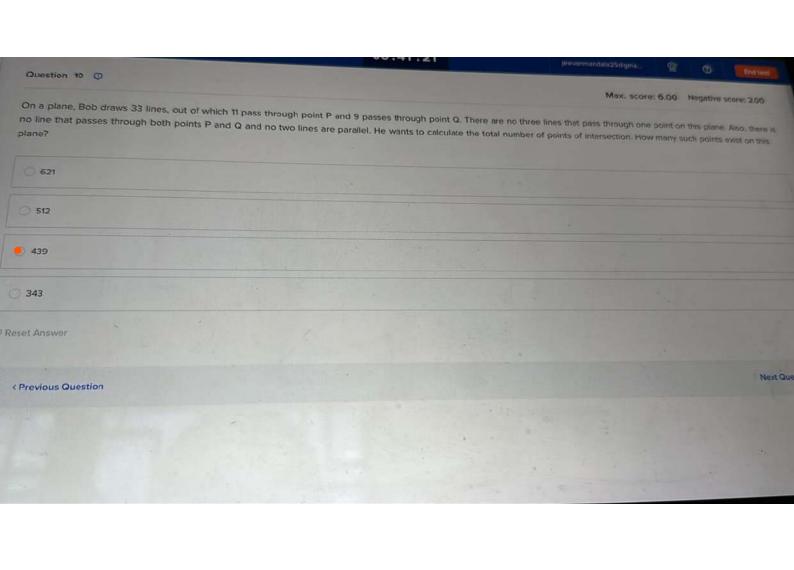
O North-west		s showing north-east instead		
O North-east				
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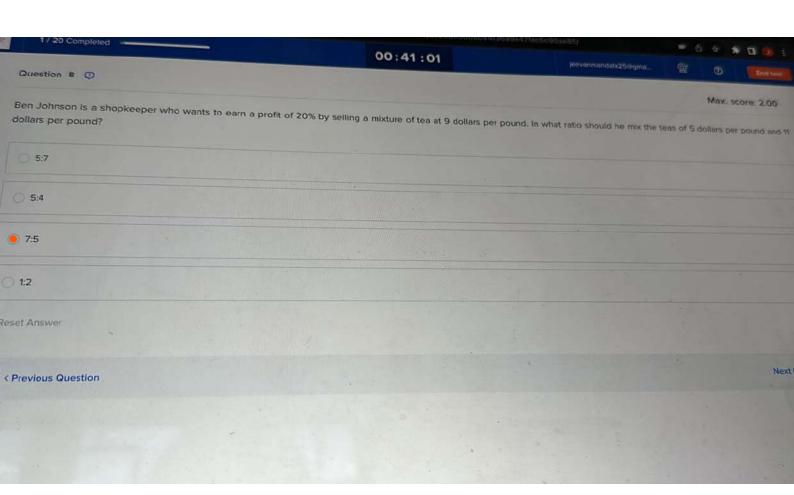


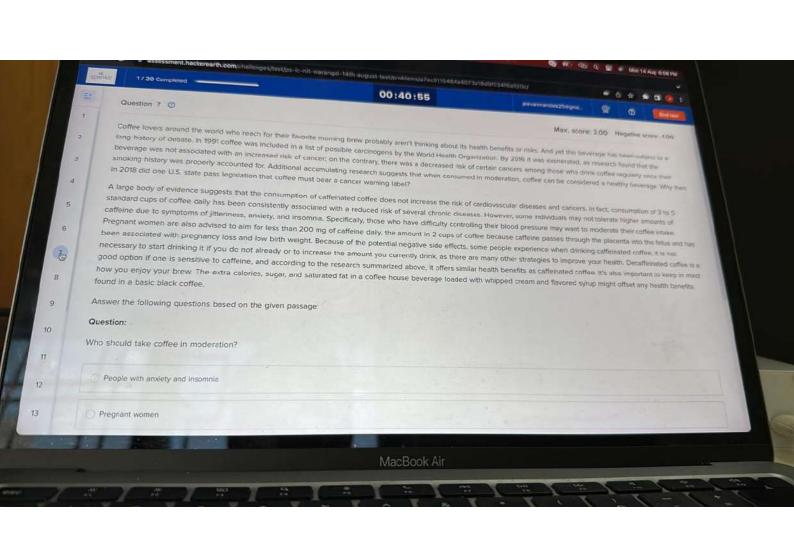
Oncologist. Anita is not a Neurol	f brothers and sisters. There are three Oncologists, two ogist. No married person in the family is a Dentist. John uple in the family. Alice is the daughter of Ben while Lis	amily to join the Medical profession. All other family members have third generation is all set to join them. In this family of three gone Dentists, one Physician, and one Neurologist in the family. No is the son of Tara while Ben is the son of Bob and Bob's wife as is the sister-in-law of Tara.
Daughter		
Cannot be determined		
O Daughter-in-law		
○ Mother-in-law		
Reset Answer		
Previous Question		

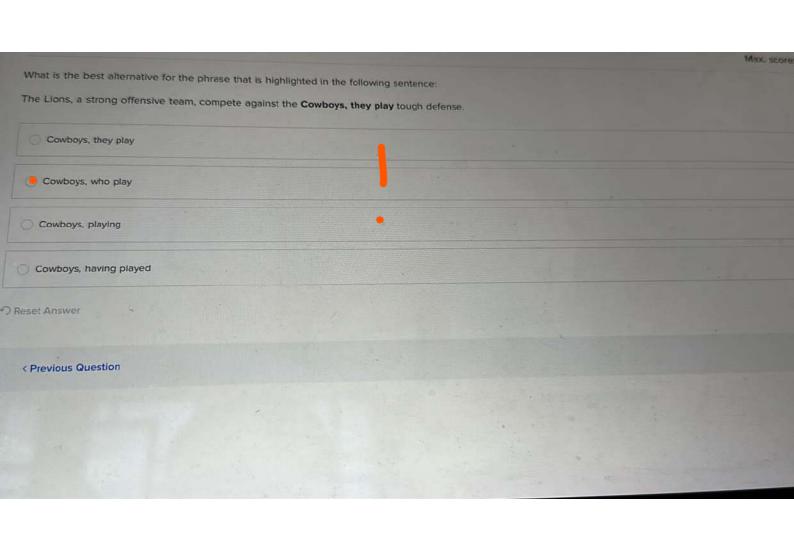


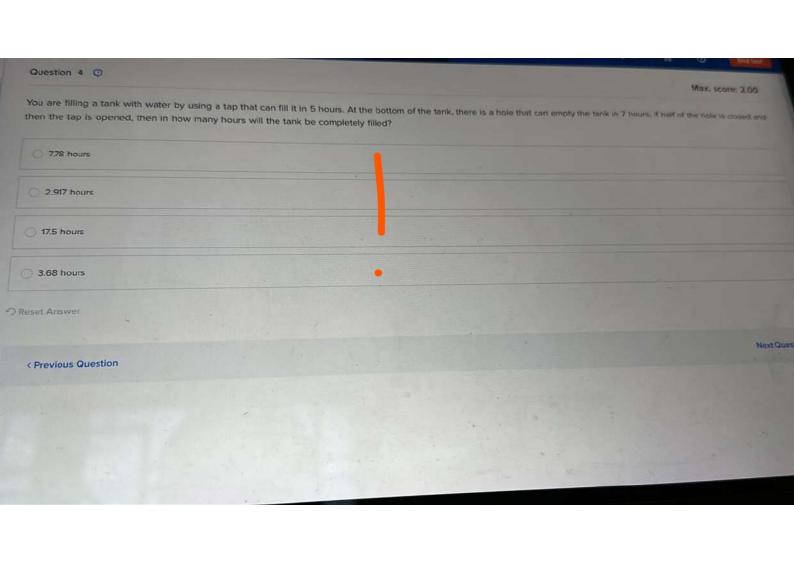














During the late 1970s, a number of places started to install video games to capitalize on the hot new craze. The nature of the games sparked competition among players, who could record their high scores with their initials and were determined to mark their space at the top of the list. At this point, multiplayer gaming was limited to players competing on the same screen. The first example of players competing on separate screens came in 1973 with "Empire" — a strategic turn-based game for up to eight players—which was creeted for the PLATO network system. PLATO (Programmed Logic for Automatic Teaching Operation), was one of the first generalized computer-based teaching systems, originally built by the University of Illinois and later taken over by Control Data (CDC), who built the machines on which the system ran. According to usage Logo, users spent about 300,000 hours playing Empire between 1978 and 1985. In 1973, Jim Bowery released Spasim for PLATO — a 32-player space shooter — which is regarded as the first example of a 3D multiplayer game. While access to PLATO was limited to large organizations such as universities — and Atari — who could afford the computers and connections necessary to join the network. PLATO represents one of the first steps on the technological road to the Internet and online multiplayer gaming as we know it today.

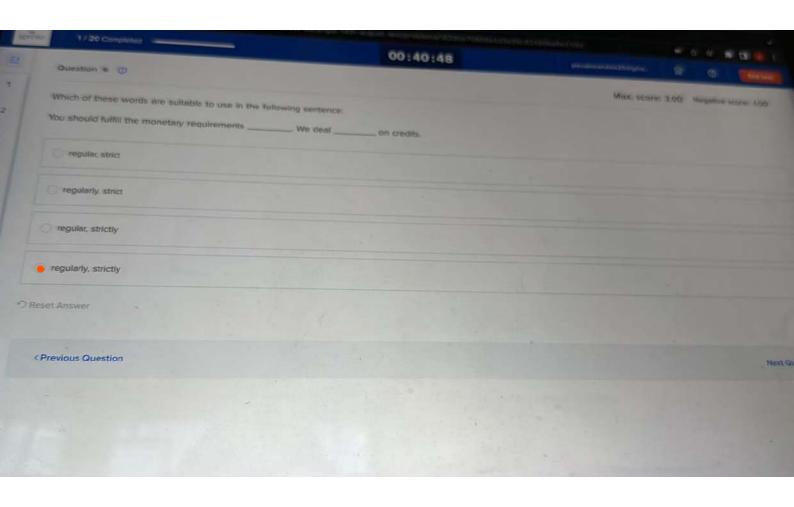
Since smartphones and app stores hit the market in 2007, gaming has undergone yet another rapid evolution that has changed not only the way people play games but also brought gaming into mainstream pop culture in a way never before seen. Rapid developments in mobile technology over the last decade have created an explosion of mobile gaming, which is set to overtake revenue.

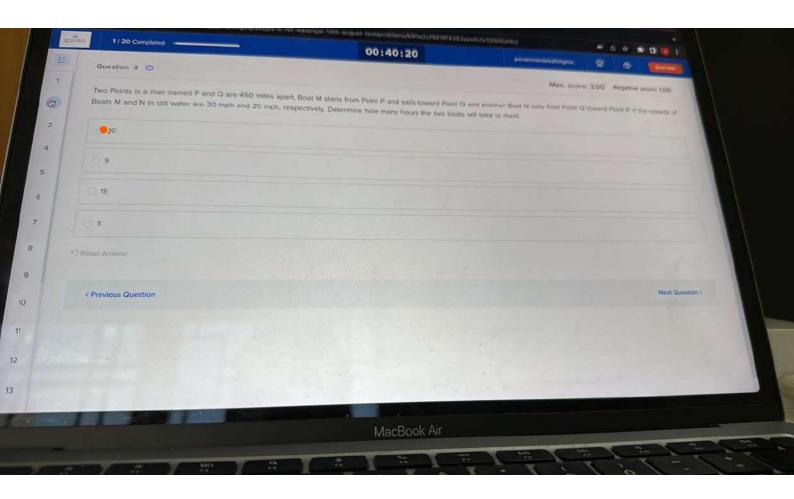
This huge shift in the gaming industry toward mobile has not only widened gaming demographics but also pushed gaming to the forefront of media attention. Like the early gaming fans joining niche forums, today's users have rallied around mobile gaming, and the Internet, magazines, and social media are full of commentaries on new games and industry gossip. As always, gamers' blogs and forums are filled with new game tips, and sites such as Macworld. Ars Technica, and TouchArcade push games from lesser-known independent developers, as well as traditional gaming companies.

At this point, gaming was popular with the younger generations and was a shared activity in that people competed for high scores in arcades. However, most people would not have considered four out of every five American households having a games system as a probable reality. If the changes that have occurred over the last century are anything to go by, it appears that gaming in 2025 will be almost unrecognizable from how it is today. Although Angry Birds has been a household name since its release in 2011, it is unlikely to be remembered as fondly as Space Invaders or Pong. Throughout its progression, gaming has seen multiple trends wane and tide, then be totally replaced by another technology. The next chapter for gaming is still unclear, but whatever happens, it is sure to be entertaining.

Answer the following question based on the given passage:

Question:





question based on the given passage: Question: What is the conclusion of the passage? Options: 1. Gaming is going to change the future 2. Gaming is a good career option 3. Gaming is an industry that is ambiguous but has a lot of potential 4. Gaming is only for fun and has no potential for future

