

GLS UNIVERSITY
FACULTY OF COMPUTER APPLICATIONS & INFORMATION
TECHNOLOGY
SUBJECT: 1601101 Introduction to Information Technology
Integrated MSc(IT) Sem - I
Theory Assignment – V

Q.1 True or False:

1. Smart cards are small, portable pocket-size cards having data storage ability.
2. IPTV network uses Internet protocol suite to transmit audio, video and control signals thereby providing quality of service, security, and reliability.
3. The process of creating, maintaining, writing or adding content to a blog is known as blogging.
4. Brain computer interface (BCI) is a communication pathway between the brain (of either human or animal) and some external device like computer system.
5. Smart home is an example of IOT.
6. Cloud Computing is the delivery of computing services including servers, storage, databases, networking, software, analytics, and intelligence over the Internet.
7. Mobile application is a type of application software designed to run on a mobile device, such as a smartphone or tablet computer.
8. Big data is a trend that allows businesses to analyze extensive sets of information to achieve variety in increasing volumes and growth of velocity.
9. Virtual Reality (VR) is the use of computer technology to create a simulated environment.
10. Blockchain is a system of recording information in a way that makes it difficult or impossible to change, hack, or cheat the system.

Q.2 Fill in the blanks:

1. Most smart cards incorporate an _____ inside them having some computational functionality and I/O support.
2. The term blog is the shortened form of _____.
3. _____ is an auto-identification technology, which is used to capture and transmit identification details (including location) of an object wirelessly.

4. _____ devices are used to transmit or capture the brain signals, which can further _____ be used to restore function or movement to sensory organs or to direct implanted _____ prosthetic device as natural limbs .
5. _____ is an emerging movement of products with integrated Wi-Fi and network connectivity abilities.
6. _____ is wide-ranging branch of computer science concerned with building _____ smart machines capable of performing tasks that typically require human intelligence.
7. _____ is a technology that allows transmission of data, voice and video via a _____ computer or any other wireless enabled device without having to be connected to a _____ fixed physical link.
8. _____ is the technology that expands our physical world, adding layers of _____ digital information onto it.
9. A blockchain is essentially a _____ of transactions that is duplicated and distributed across the entire network of computer systems on the blockchain.