## Aspectos Sócio Profissionais de Informática Teste de 10 de Abril de 2019

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STUDENT NAME:		N°:
Test duration is strictly 1 hour. In up to 25%, and the sum of the pe		ons, wrong answers incur in a PENALTY of esult in a negative total.
For each multiple choice question for your answer. ONLY THE OPTI		e) here the option numbers you have chosen E CONSIDERED VALID.
1)	2)	
3)	4)	
Pick only one of the below the back. ONLY this page should		g the boxes on this page and on the ructors at the end of the test.
		nces between them. Furthermore, also discuss uct ourselves necessary, or some of them may
software available at costs that almost	ost everybody can pay, allows that in a not too distant past w	oile and landline, fueled by hardware and s us to be "always connected" (via smartphone vas not possible. However, we distance Carnoy].
interactions are concerned, a poor i	ndicator for the near future [se	ion technologies is, in itself, and as far has social ome authors]. Comment these statements and, if all effects (while keeping the benefits we all know
weaknesses in the control on the us	se of resources on the Interne ents against and in favor of the	ased on Internet security deficiencies, or et, could be to counterattack them using these ese defense techniques can be put into practice knesses of the network itself.
You are responsible for the interpoparer; if you write outside the bo	_	anize your ideas before putting them on
Number of the chosen theme:		
Introduction - presenting the ther	ne and its context:	
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Most relevant aspects the reader must retain		
Most important conclusions for the reader to retain		

## Aspectos Sócio Profissionais de Informática Test on the 10th of April 2019

## **MULTIPLE CHOICE QUESTIONS — VERSION A**

1) The **two** technologies mainly responsible for the "Information Era" we are living on are:

1. The smartphone 2. The browser

3. Al technologies 4. The internet

5. Mobile networks 6. The low cost of computational devices

7. High-speed / broadband networks 8. Cloud technologies

- **2)** The technological breakthrough that was **solely** responsible for the **largest** reduction in the cost of computers was **(choose only one option)**:
- 1. The electronic valve (a.k.a. tube)
- 3. (The invention of) Plastic
- 5. The transistor
- 7. The operating system

- 2. The integrated circuit
- 4. The optical fiber
  - 6. Moore's law
- 8. High-level languages
- 3) Considere as seguintes afirmações no quadro da discussão das diferentes correntes filosóficas sobre o que são atitudes eticamente corretas e indique quais das afirmações são verdadeiras

Consider the following statements and how different philosophical currents (or lines) reason about what are ethically correct attitudes. Now, indicate which of the statements below are true (it may be possible that none, or all, are true):

- 1. Not all philosophical currents that define ethically correct behaviour are based on moral rules.
- 2. According to the philosopher Immanuel Kant, reason overrides desire
- 3. In all ethical currents the rule "ends justify the means" is valid as long as the ends eventually prove themselves positive.
- 4. In all ethical currents reason does not always override everything else.
- 5. Ethical currents based on the "divine will" can not be used to decide whether a post about religion on a social network is acceptable.
- 6. According to the philosopher Immanuel Kant, a categorical imperative is a rule whose use has to be carefully weighed according to the results that rule imposes on the people involved.
- 7. "Do not do to others what you do not want them to do to you" is an essential rule for the ethical current "Act Utilitarianism".
- 8. All the different philosophical currents that define ethically correct behaviours consider that they (correct behaviours) are innate in humans.

- **4)** Select all (**may be none or all of them**) true statements that can complete the sentence "The pervasiveness (high degree of penetration in daily life and across the globe) of communications that support of digital services in real time (voice, image, geolocation) ..."
  - 1. Is good for family and friendship relations with those that are far away, because it gives the participants a very vivid contact, which allows them to express emotions in a genuine way, almost as if they were "face-to-face".
  - 2. Is good for labor relations because it gives the participants a very vivid contact, which translates into better results in all kinds of situations: meetings, interviews with candidates, performance evaluations (of the employee), definition of wages (salary), etc.
  - 3. Is good for young adults (17-25) because it offers them (through the internet) an important tool for their development and inclusion in life and for parents a way of contacting them provided parents have not blocked any type of services.
  - 4. It is an absolute evil because it offers technologies and devices that exacerbate attitudes / behaviours that promote distancing from family, friends, and society in general, and induces / exacerbates addictions (e.g., compulsive gambling).
  - 5. Is good for young adults because it offers them (via the internet) an important tool for their development and inclusion in life and for parents a way of contacting them provided they have taken care to define with their sons/daughters the terms and conditions for a responsible usage.