Mobile Computing

Multiple Choice Question & Answers:-

1. The graphics can be

a. Drawing

b. Photograph, movies

c. Simulation

d. All of these

Answer:D

2. Computer graphics was first used by

a. William fetter in 1960

b. James fetter in 1969

c. James gosling in 1991

d. John Taylor in 1980

Answer:A

3. The component of interactive computer graphics are

a. A light pen

b. Display unit

c. Bank of switches

d. All of these

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Answer:D

4. Personal computer become powerful during the late

a. 1960

b. 1970

c. 1980

d. 1950

Answer:B

5. Three dimensional computer graphics become effective In the late

a. 1960

b. 1980

c. 1970

d. 1950

Answer:B

6. which environment has been one of the most accepted tool for computer graphics in business and graphics design studios

a. graphics

b. Macintosh

c. quake

d. multimedia

Answer:B

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7. Graphics is one of the_____ major key element in design of multimedia application

a. Five

b. Three

c. Four

d. Eight

Answer:A

8. Three dimensional graphics become popular in games designing , multimedia and animation during the late

a. 1960

b. 1970

c. 1980

d. 1990

Answer:D

9. The quake , one of the first fully 3D games was released in year

a. 1996

b. 1976

c. 1986

d. 1999

Answer:A

10. Types of computer graphics are

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a. Vector and raster

b. Scalar and raster

c. Vector and scalar

d. None of these

Answer:A

11. Vector graphics is composed of

a. Pixels

b. Paths

c. Palette

d. None of these

Answer:B

12. Raster graphics are composed of

a. Pixels

b. Paths

c. Palette

d. None of these

Answer:A

13. Raster images are more commonly called

a. Pix map

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b. bitmap

c. both a & b

d. none of these

Answer:B

14. Pixel can be arranged in a regular

a. One dimensional grid

b. Two dimensional grid

c. Three dimensional grid

d. None of these

Answer:B

15. The brightness of each pixel is

a. Compatible

b. Incompatible

c. Both a & b

d. None of these

Answer:B

16. Each pixel has _____basic color components

a. Two or three

b. One or two

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c. Three or four

d. None of these

Answer:C

17. The quantity of an image depend on

a. No. of pixel used by image

b. No. of line used by image

c. No. of resolution used by image

d. None

Answer:A

18. Higher the number 0f pixels,_____ the image quality

a. Bad

b. Better

c. Smaller

d. None of above

Answer:B

19. A palette can be defined as a finite set of colors for managing the

a. Analog images

b. Digital images

c. Both a & b

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d. None of these

Answer:B

20. Display card are

a. VGA

b. EGA

c. Both a & b

d. None of above

Answer:C

21. Display card is used for the purpose of

a. Sending graphics data to input unit

b. Sending graphics data to output unit

c. Receiving graphics data from output unit

d. None of these

Answer:B

22. Several graphics image file formats that are used by most of graphics system are

a. GIF

b. JPEG

c. TIFF

d. All of these

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Answer:D

23. The GIF format is much _____to be downloaded or uploaded over the www

a. Slower

b. Faster

c. Medium

d. None of these

Answer:B

24. Once a file is saved in JPEG format ,some data is lost

a. Temporarily

b. Permanently

c. Both a & b

d. None

Answer:B

25. EPS image file format is used for

a. Vector graphics

b. Bitmap

c. Both a & b

d. None of these

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Answer:C

26. TIFF (tagged image file format)are used for

a. Vector graphics

b. Bitmap

c. Both a & b

d. None of these

Answer:B

27. EPS means

a. Entire post script

b. Entire post scale

c. Encapsulated post script

d. None of these

Answer:C

28. The additive color models use the concept of

a. Printing ink

b. Light to display color

c. Printing line

d. None of these

Answer:B

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29. The subtractive color model use the concept of

a. Printing ink

b. Light to display color

c. Printing line

d. None of these

Answer:A

30. Color apparent in additive model are the result of

a. Reflected light

b. Transmission of light

c. Flow of light

d. None of these

Answer:B

31. Color apparent in subtractive model are the result of

a. Amount of Reflected light

b. Transmission of light

c. Flow of light

d. None of these

Answer:A

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32. Two dimensional color model are

a. RGB and CMKY

b. RBG and CYMK

c. RGB and CMYK

d. None

Answer:C

33. RGB model are used for

a. Computer display

b. Printing

c. Painting

d. None of these

Answer:A

34. CMYK model are used for

a. Computer display

b. Printing

c. Painting

d. None of these

Answer:B

35. The intersection of three primary RGB color produces

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a. White color

b. Black color

c. Magenta color

d. Blue color

Answer:A

36. The intersection of primary CMYK color produces

a. White color

b. Black color

c. Cyan color

d. Magenta color

Answer:B

37. The RGB model display a much _____ percentage of the visible band as compared to CMYK

a. Lesser

b. Larger

c. Medium

d. None of these

Answer:B

38. Color depth can be defined by _____ which can be displayed on a display unit

a. Bits per pixel

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b. Bytes per pixel

c. Megabyte per pixel

d. None of these

Answer:A

39. Each bit represent

a. One color

b. Two color

c. Three color

d. None

Answer:B

40. RGB true color model has _____ color depth

a. 24bit

b. 32bit

c. 64bit

d. None

Answer:A

41. CMYK true color model has _____ color depth

a. 24bit

b. 32bit

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c. 64bit

d. None

Answer:B

42. Grey scale images have a maximum color depth of

a. 8bit

b. 16bit

c. 24bit

d. 32bit

Answer:A

43. Graphics with limited features is known as

a. Active graphics

b. Passive graphics

c. Grayscale image

d. None of these

Answer:B

44. Computer of present time have much higher memory and _____ storage capacity

a. Much smaller

b. Much bigger

c. Much slower

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d. None

Answer:B

45. CRT means

a. Common ray tube

b. Cathode ray tube

c. Common ray tube

d. None

Answer:B

46. Refresh CRT consist of

a. Glass wrapper

b. The phosphor viewing surface

c. The electron gun assembly

d. All of above

Answer:D

47. The amount of time the phosphor produce light or shine is controlled by chemical composition of the phosphor. This is known as

a. Persistence

b. Resistance

c. Generators

d. None

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Answer:A

48. The electron beam in a color picture tube is refreshed_____ times in a second to make video realistic

a. 15 times

b. 25 times

c. 35 times

d. 45 times

Answer:B

49. DUST means

a. Direct view storage tube

b. Domain view storage tube

c. Direct view store tube

d. None

Answer:A

50. DUST is rarely used today as part of

a. Input device

b. Output device

c. Display systems

d. None

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Answer:C

51. In DUST , is there refresh buffer

a. Yes

b. No

c. Both

d. None

Answer:B

52. The electron beam in DUST is designed to draw directly to

a. Phosphor

b. Storage mesh

c. Glass

d. None

Answer:B

53. The second grid in DUST is called

a. Phosphor

b. Storage mesh

c. Collector

d. None

Answer:C

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54. To increase the energy of these slow moving electron and create a bright picture in DUST , the screen is maintained at a

a. Low positive potential

b. High negative potential

c. High positive potential

d. None

Answer:C

55. A major disadvantage of DUST in interactive computer graphics is

a. Ability to selectively erase part of an image

b. Inability to selectively erase part of image from screen

c. Inability to produce bright picture

d. None

Answer:B

56. Interactive graphics is useful in

a. Training pilots

b. Computer aided design

c. Process control

d. All of these

Answer:D

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57. The origin of computer graphics was developed in

a. 1950

b. 1960

c. 1970

d. 1990

Answer:A

58. The term business graphics came into use in late

a. 1950

b. 1960

c. 1970

d. 1990

Answer:C

59. Computer graphics is used in many DTP software as

a. Photoshop

b. Paint brush

c. Both a & b

d. None of these

Answer:C

60. Any CRT based display must be refreshing at least_____ times a second

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a. 20

b. 30

c. 40

d. 10

Answer:B

61. The standardization is needed

a. To make application programs more portable

b. To increase their utility

c. To allow them to use in different application environment

d. All of these

Answer:D

62. GKS stands for

a. Graphics kernel system

b. Graphics kernel stands

c. Generic kernel system

d. None of these

Answer:A

63. GKS was developed by the

a. International standards organization

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b. National standard organization

c. Both a & b

d. None of these

Answer:C

64. The resolution of raster scan display is

a. Low

b. High

c. Medium

d. None

Answer:A

65. Random scan systems are designed for

a. Line drawing application

b. Pixel drawing application

c. Color drawing application

d. None of these

Answer:A

66. Solid pattern in random scan display is ____ to fill

a. Difficult

b. Easy

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c. Not fill

d. None of these

Answer:A

67. Raster scan is _____ expensive than random scan

a. More

b. Less

c. Both a & b

d. None

Answer:B

68. Two basic technique for producing color display with a CRT are

a. Shadow mask and random scan

b. Beam penetration method and shadow mask method

c. Random scan and raster scan

d. None of above

Answer:B

69. In beam penetration method of color CRT, two layer of phosphor coated are

a. Red and blue

b. Red and green

c. Blue and green

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d. None of these

Answer:B

70. In beam penetration method of color CRT, which layer is red and which is green

a. Outer is red and inner is green

b. Inner is red and outer is green

c. Inner is red and inner is green

d. None

Answer:A

71. A shadow mask CRT has _____ phosphor color dots at each pixel position

a. 1

b. 2

c. 3

d. None of these

Answer:C

72. Which color is produced with the green and red dots only

a. Blue

b. Yellow

c. Magenta

d. White

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Answer:B

73. Which color s produced with the blue and red dots

a. Blue

b. Yellow

c. Magenta

d. White

Answer:C

74. Cyan color is produced when the blue and green are activated

a. Equally

b. Unequally

c. Both a & b

d. None

Answer:A

75. Which technique of color CRT is used for production of realistic image

a. Shadow mask method

b. Beam penetration method

c. Both a & b

d. None of these

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Answer:A

76. In which method of CRT, convergence problem occur

a. Beam penetration method

b. Shadow mask method

c. Both a & b

d. None of these

Answer:B

77. Beam penetration method is used in

a. Random scan system

b. Raster scan system

c. Both a & b

d. None of these

Answer:A

78. Shadow mask method is used in

a. Random scan system

b. Raster scan system

c. Both a & b

d. None of these

Answer:B

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79. Graphics data is computed by processor in form of

a. Electrical signals

b. Analog signals

c. Digital signals

d. None of these

Answer:A

80. An example of impact device is

a. Electrostatic printer

b. Inkjet printer

c. Line printer

d. Laser printer

Answer:C

81. To generate the characters , which are required

a. Hardware

b. Software

c. Both a & b

d. None of these

Answer:C

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82. The method which uses array of dots for generating a character is called

a. Stoke method

b. Bitmap method

c. Star bust method

d. None of these

Answer:B

83. The hardware devices contain

a. Color printer / black white printer

b. Plotters

c. Both a & b

d. None

Answer:C

84. An example of black and white laser printer is

a. HP 4000

b. QMS

c. Both a & b

d. None

Answer:A

85. An example of color printer is

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a. HP 4000

b. QMS

c. Both a & b

d. None

Answer:B

86. Non impact use various techniques to combine three color pigment _____ to produce a range of color patterns

a. Cyan , magenta and yellow

b. Cyan , white and black

c. Cyan , white and yellow

d. Black , magenta and yellow

Answer:A

87. Printers produce output by either

a. Impact method

b. Non impact method

c. Both a & b

d. None of these

Answer:C

88. What is name of temporary memory where the graphics data is stored to be displayed on screen

a. RAM

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b. ROM

c. Frame buffer

d. None

Answer:C

89. The division of the computer screen into rows and columns that define the no. of pixels to display a picture is called

a. Persistence

b. Resolution

c. Encapsulated post script

d. None

Answer:B

90. LCD means

a. Liquid crystal displays

b. Liquid crystal data

c. Liquid chrome data

d. None

Answer:A

91. LCD are commonly used in

a. Calculators

b. Portable

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c. Laptop computers

d. All of these

Answer:D

92. LCD is an _____ device

a. Emissive

b. Non emissive

c. Gas discharge

d. None of these

Answer:B

93. Plasma panel is an __ device

a. Emissive

b. Non emissive

c. Expensive

d. None

Answer:A

94. Plasma device converts

a. Electrical energy into light

b. Light into electrical energy

c. Light into graphical energy

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d. None of these

Answer:A

95. Plasma panel have_____ resolution

a. High

b. Good

c. Both a & b

d. Low

Answer:C

96. Plasma panel are also called

a. Liquid crystal display

b. Gas discharge display

c. Non emissive display

d. None of these

Answer:B

97. The basic graphical interactions are

a. Pointing

b. Positioning

c. Both a & b

d. None

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Answer:C

98. GUI means

a. Graphical user interface

b. Graphical user interaction

c. Graphics uniform interaction

d. None

Answer:A

99. Which one is the basic input device in GUI

a. Mouse

b. Graphics tablet

c. Voice system

d. Touch panel

Answer:A

100. Pen or inkjet plotters use the following devices

a. Drum

b. Flat bed

c. Both a & b

d. None of these

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Answer:C

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