AMCAT ENGLISH LANGUAGE TEST 1 Report !

465 users have taken the test till now.

25/25
Highest Marks
0.0/25
Lowest Marks
10.02/25
Avg. Marks
13 m 53.47 s
Avg. Time Spent
45.74%
Avg. Accuracy

Question Difficulty
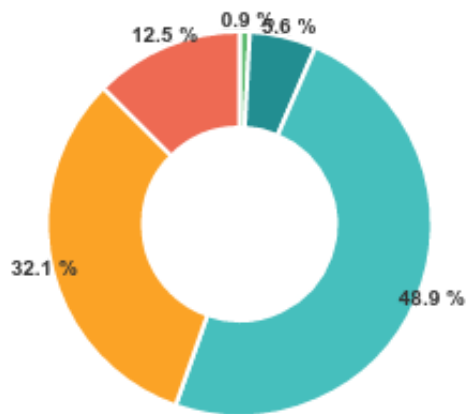

7.7 % 0 % 7.7 %

38.5 %

46.2 %
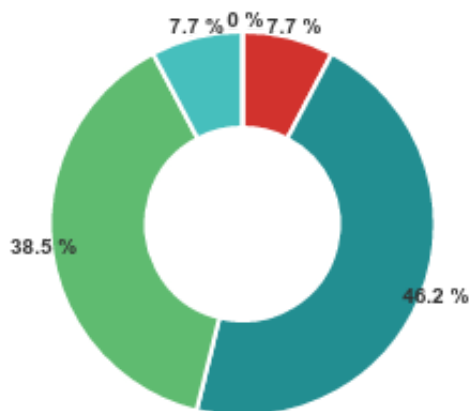
Very Tough : 2

Tough : 12

Average : 10

Easy : 2

The difficulty level of a question is calculated dynamically based on the performance of the students. Ex: The very tough questions are the ones that less than 20% of the students solved correctly.

Student Performance

Excellent : 4

Good : 26

Average : 227

Poor : 149

Very Poor : 58

Student performance is calculated based on the marks that students obtained.

> 90 : Excellent

>70 to <= 90 : Good

> 40 to <= 70 : Average

> 20 to <= 40 : Poor

0-20 : Very Poor

✔ Score Comparision

Topper's Score	25
Average Score	10.02

◎ Accuracy Comparision

Topper's Accuracy			100 %
Average Accuracy	**Overall**	**Verbal Ability**	45.74 %

🕘 Time Comparision

Topper's Time	3 m 25 s
Average Time	13 m 53.47 s

🏆 Top Performers

SHIVANI TRIPATHI (/shivitripathi/)

Rank : 1   Score : 25/25

ASIF (/asif9441534154/)

Rank : 2   Score : 23/25

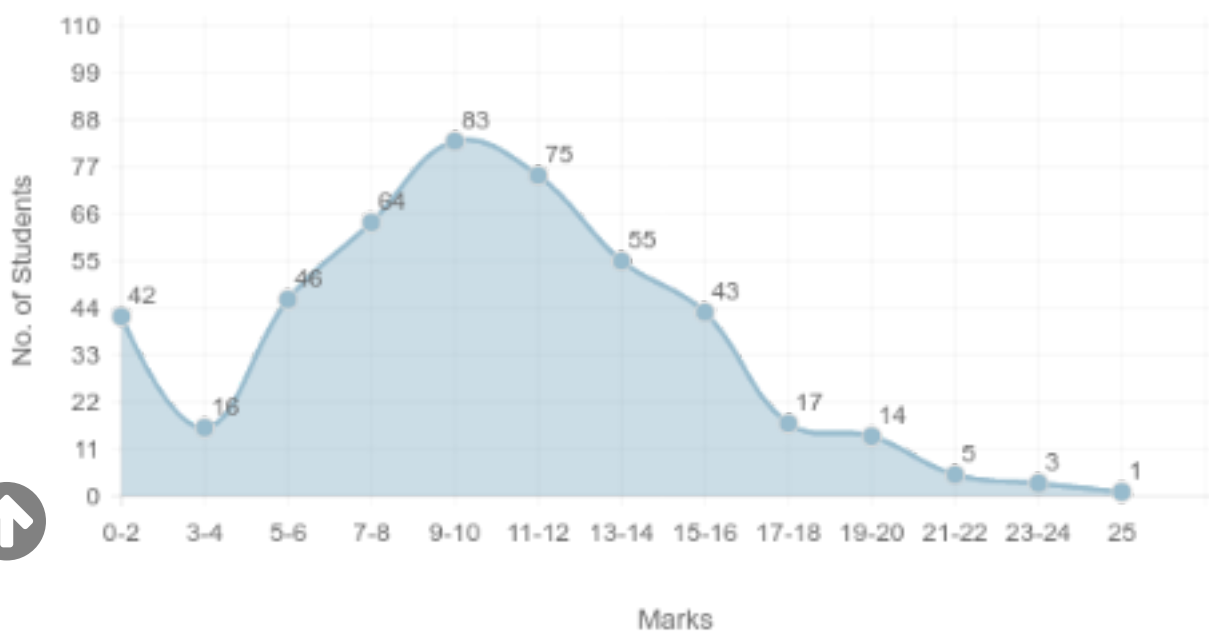**Manish verma** (/manishverma71293/)

Rank : 3   Score : 23/25

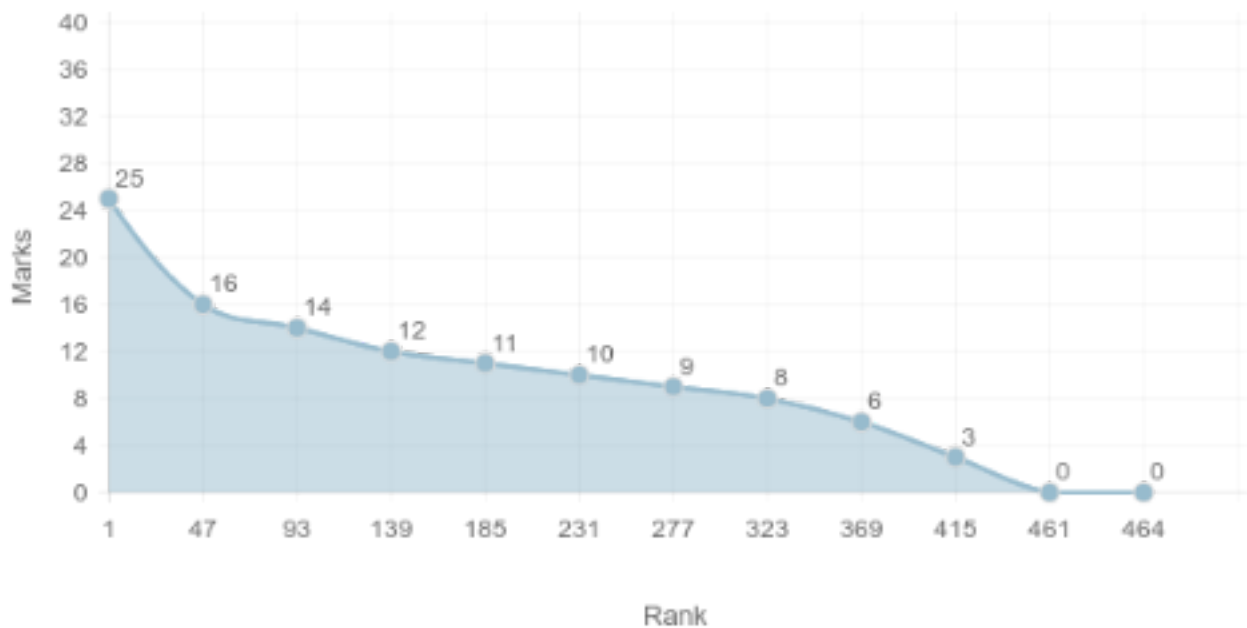**Sandip Dutta** (/sandipdutta993/)

Rank : 4   Score : 23/25

Marks vs No. of Students

This graph shows where the majority of the students stand. The Peak of the graph signifies the marks that most of the test takers obtained. The arrow indicates where you stand.

Note : Your goal is to be as far to the right as possible, that is where all the toppers are.

Rank v/s Marks

This graph shows the marks distribution among the test takers. The leftmost point on the graph shows the topper's marks while the rightmost point belongs to the person who stood last. The arrow indicates where you stand.
Note: Your goal is to be as far to the left as possible.

Student Wise Report   **Question Wise Report**

All | Tricky Qs | Very Tough Qs | Tough Qs | Average Qs | Easy Qs | Very Easy Qs

Question 1 of 25

Select the correct option that fills the blank to make the sentence meaningfully complete. :

The ruling party will have to put its own house _____ order.

- ✔ **A.** in
- **B.** on
- **C.** to
- **D.** into

Explanation :

No explanation provided

Question Analytics

419 USERS ()	215 USERS ()	204 USERS ()	51.31 %
ATTEMPTED	✔ SOLVED CORRECTLY	✖ SOLVED INCORRECTLY	◉ ACCURACY

22.78 SECS	1.5 SECS
⏱ AVG. SOLVING TIME	⏳ FASTEST SOLVING TIME

Select the correct option that fills the blank to make the sentence meaningfully complete. :

Once he has signed the agreement, he won't be able to _____.

- **A.** back off
- **B.** back in
- **C.** back at
- ✓ **D.** back out

Explanation :

No explanation provided

Question Analytics

419 USERS ()	214 USERS ()	205 USERS ()	51.07 %
ATTEMPTED	✔ SOLVED CORRECTLY	✖ SOLVED INCORRECTLY	⦿ ACCURACY

15.97 SECS	2 SECS
⏱ AVG. SOLVING TIME	⧗ FASTEST SOLVING TIME

Select the correct option that fills the blank to make the sentence meaningfully complete. :
In school many of us never realised the importance that grammar would _____ in later life.

- **A.** figure
- **B.** portrary
- ✓ **C.** play
- **D.** exercise

Explanation :

No explanation provided

Question Analytics

416 USERS ()	251 USERS ()	165 USERS ()	60.34 %
ATTEMPTED	✔ SOLVED CORRECTLY	✖ SOLVED INCORRECTLY	⦿ ACCURACY

24.1 SECS	1.8 SECS
⏱ AVG. SOLVING TIME	⧗ FASTEST SOLVING TIME

Select the correct option that fills the blank(s) to make the sentence meaningfully complete. :

Most children remain _____ school _____ the ages of seven and eight.

- **A.** In/in
- ✔ **B.** At/between
- **C.** Inside/of
- **D.** Under/beyond
- **E.** Beyond/under

Explanation :

No explanation provided

Question Analytics

412 USERS ()	294 USERS ()	118 USERS ()	71.36 %
ATTEMPTED	✔ SOLVED CORRECTLY	✖ SOLVED INCORRECTLY	⊙ ACCURACY

29.72 SECS	3.1 SECS
⊙ AVG. SOLVING TIME	⧗ FASTEST SOLVING TIME

Read the sentence to find out whether there is any grammatical error in it. The error, if any,will be in one part of the sentence. The letter of that part is the answer. If there is no error, the answer is 'D'.
 (Ignore - the errors of punctuation,if any):
(A) At the end of the year/(B) every student who had done adequate work/(C) was automatically promoted./(D) No error.

- **A.** (A)
- **B.** (B)
- **C.** (C)
- ✔ **D.** (D)

Explanation :

No explanation provided

Question Analytics

402 USERS ()	128 USERS ()	274 USERS ()	31.84 %
ATTEMPTED	✔ SOLVED CORRECTLY	✖ SOLVED INCORRECTLY	⊙ ACCURACY

Question 6 of 25

Read the sentence to find out whether there is any grammatical error in it. The error, if any,will be in one part of the sentence. The letter of that part is the answer. If there is no error, the answer is 'D'. (Ignore - the errors of punctuation,if any):
(A) One of the members/(B) expressed doubt if/(C) the Minister was an athiest./(D) No error.

    A. (A)

☑ **B.** (B)

    C. (C)

    D. (D)

Explanation :

No explanation provided

Question Analytics

405 USERS ()	159 USERS ()	246 USERS ()	39.26 %
ATTEMPTED	✔ SOLVED CORRECTLY	✖ SOLVED INCORRECTLY	⊙ ACCURACY

27.27 SECS	2.1 SECS
⊘ AVG. SOLVING TIME	⧗ FASTEST SOLVING TIME

Question 7 of 25

Read the sentence to find out whether there is any grammatical error in it. The error, if any,will be in one part of the sentence. The letter of that part is the answer. If there is no error, the answer is 'D'. (Ignore - the errors of punctuation,if any) : (A) The meeting adjourned abruptly/(B) by the CEO after/(C) about three hours of deliberation./(D) No error

☑ **A.** (A)

    B. (B)

    C. (C)

    D. (D)

Explanation :

No explanation provided

Question Analytics

Question 8 of 25

Read the sentence to find out whether there is any grammatical error in it. The error, if any,will be in one part of the sentence. The letter of that part is the answer. If there is no error, the answer is 'D'. (Ignore - the errors of punctuation,if any) : (A) You will come/(B) to my party tomorrow,/(C) isn't it ? /(D) No error

- **A.** (A)
- **B.** (B)
- ✓ **C.** (C)
- **D.** (D)

Explanation :

No explanation provided

Question 9 of 25

Read the sentence to find out whether there is any grammatical error in it. The error, if any,will be in one part of the sentence. The letter of that part is the answer. If there is no error, the answer is 'D'. (Ignore - the errors of punctuation,if any) : (A) You will come/(B) to my party tomorrow,/(C) isn't it ? /(D) No error

- **A.** (A)
- **B.** (B)
- ✓ **C.** (C)
- **D.** (D)

Explanation :

No explanation provided

Question Analytics

Question 10 of 25

Q. In the question, there is a sentence of which some parts have been jumbled up. Re-arrange these parts which are labelled P, Q, R and S to produce the correct sentence. Choose the proper sequence. :
It is easy to excuse
P: but it is hard
Q: in a boy of fourteen
R: the mischief of early childhood
S: to tolerate even unavoidable faults

- **A.** RPQS
- **B.** QRSP
- **C.** QRPS
- ✔ **D.** RPSQ

Explanation :

No explanation provided

Question Analytics

Question 11 of 25

In the question, there is a sentence of which some parts have been jumbled up. Re-arrange these parts which are labelled P, Q, R and S to produce the correct sentence. Choose the proper sequence. :

I saw that
P: but seeing my host in this mood
Q: I deemed it proper to take leave
R: as I had frequently done before
S: it had been my intention to pass the night there

    A. QPSR

    B. QRPS

    C. SPQR

  ✓ **D.** SRPQ

Explanation :

No explanation provided

Question Analytics

389 USERS ()	152 USERS ()	237 USERS ()	39.07 %
ATTEMPTED	✔ SOLVED CORRECTLY	✖ SOLVED INCORRECTLY	◉ ACCURACY

58.3 SECS	1.5 SECS
◷ AVG. SOLVING TIME	⧗ FASTEST SOLVING TIME

Question 12 of 25

In the question, there is a sentence of which some parts have been jumbled up. Re-arrange these parts which are labelled P, Q, R and S to produce the correct sentence. Choose the proper sequence. :
People
P: at his dispensary
Q: went to him
R: of all professions
S: for medicine and treatment

    A. QPRS

    B. RPQS

  ✓ **C.** RQSP

    D. QRPS

Explanation :

No explanation provided

Question Analytics

400 USERS ()	240 USERS ()	160 USERS ()	60.0 %

ATTEMPTED	✅ SOLVED CORRECTLY	❌ SOLVED INCORRECTLY	◎ ACCURACY

54.17 SECS	2.4 SECS
◷ AVG. SOLVING TIME	⧗ FASTEST SOLVING TIME

Question 13 of 25

In the question, there is a sentence of which some parts have been jumbled up. Re-arrange these parts which are labelled P, Q, R and S to produce the correct sentence. Choose the proper sequence. :
He told us that
P: and enjoyed it immensely
Q: in a prose translation
R: he had read Milton
S: which he had borrowed from his teacher

   A. RSQP

   B. QRPS

✅ **C.** RQSP

   D. RQPS

Explanation :

No explanation provided

Question Analytics

396 USERS ()	157 USERS ()	239 USERS ()	39.65 %
ATTEMPTED	✅ SOLVED CORRECTLY	❌ SOLVED INCORRECTLY	◎ ACCURACY

51.19 SECS	1.5 SECS
◷ AVG. SOLVING TIME	⧗ FASTEST SOLVING TIME

Question 14 of 25

Q. Select the word or phrase which best expresses the meaning of the given word. :
VORACIOUS

   A. Wild

✅ **B.** Hungry

   C. Angry

   D. Quick

Explanation :

No explanation provided

Question Analytics

395 USERS ()	173 USERS ()	222 USERS ()	43.8 %
ATTEMPTED	✔ SOLVED CORRECTLY	✖ SOLVED INCORRECTLY	⊙ ACCURACY

16.35 SECS	2.2 SECS
⊙ AVG. SOLVING TIME	⧗ FASTEST SOLVING TIME

Question 15 of 25

Select the word or phrase which best expresses the meaning of the given word. :
TIMID

    A. Fast

    B. Slow

    C. Medium

  ✔ **D.** Shy

Explanation :

No explanation provided

Question Analytics

415 USERS ()	290 USERS ()	125 USERS ()	69.88 %
ATTEMPTED	✔ SOLVED CORRECTLY	✖ SOLVED INCORRECTLY	⊙ ACCURACY

13.69 SECS	2.4 SECS
⊙ AVG. SOLVING TIME	⧗ FASTEST SOLVING TIME

Question 16 of 25

Select the word or phrase which best expresses the meaning of the given word. :
IRONIC

    A. Inflexible

    B. Bitter

    C. Good-natured

  ✔ **D.** Disguisedly sarcastic

Explanation :

No explanation provided

Question Analytics

415 USERS ()	220 USERS ()	195 USERS ()	53.01 %
ATTEMPTED	✔ SOLVED CORRECTLY	✘ SOLVED INCORRECTLY	⊙ ACCURACY

15.93 SECS	1.2 SECS
⊙ AVG. SOLVING TIME	⧖ FASTEST SOLVING TIME

Question 17 of 25

Select the word or phrase which best expresses the meaning of the given word. :
CORRESPONDENCE

    A. Agreements

    B. Contracts

    C. Documents

  ✔ **D.** Letters

Explanation :

No explanation provided

Question Analytics

414 USERS ()	148 USERS ()	266 USERS ()	35.75 %
ATTEMPTED	✔ SOLVED CORRECTLY	✘ SOLVED INCORRECTLY	⊙ ACCURACY

20.94 SECS	2.3 SECS
⊙ AVG. SOLVING TIME	⧖ FASTEST SOLVING TIME

Question 18 of 25

Q. Select the option that is most nearly OPPOSITE in meaning to the given word . :
SAGACIOUS
(OPPOSITE)

  ✔ **A.** foolish

    B. bitter

    C. voracious

    D. veracious

    E. fallacious

Explanation :

No explanation provided

Question 19 of 25

Select the option that is most nearly OPPOSITE in meaning to the given word . :
TRANSIENT
(OPPOSITE)

    A. carried

    B. close

✔ **C.** permanent

    D. removed

    E. certain

Explanation :

No explanation provided

Question 20 of 25

Select the option that is most nearly OPPOSITE in meaning to the given word . :
IGNOBLE
(OPPOSITE)

    A. produced by fire

B. worthy ✓

C. given to questioning

D. huge

E. known

Explanation :

No explanation provided

Question Analytics

373 USERS ()	188 USERS ()	185 USERS ()	50.4 %
ATTEMPTED	✓ SOLVED CORRECTLY	✗ SOLVED INCORRECTLY	⊙ ACCURACY

20.83 SECS	0.0 SECS
⊘ AVG. SOLVING TIME	⧖ FASTEST SOLVING TIME

Question 21 of 25

Select the option that is most nearly OPPOSITE in meaning to the given word . :
NEFARIOUS
(OPPOSITE)

A. various

B. lacking

C. benign ✓

D. pompous

E. futile

Explanation :

No explanation provided

Question Analytics

358 USERS ()	90 USERS ()	268 USERS ()	25.14 %
ATTEMPTED	✓ SOLVED CORRECTLY	✗ SOLVED INCORRECTLY	⊙ ACCURACY

22.05 SECS	2.6 SECS
⊘ AVG. SOLVING TIME	⧖ FASTEST SOLVING TIME

Paragraph/Instructions

The explosion of the video game industry in the past decade has had many people questioning the content of the games being released. The main concern is that of violence and violent acts within the games. The newest generation of games is so realistic that the line between simulations and video games has greatly been blurred. They are so realistic that the United States government has even released a game, entitled Americas Army, to help train the next generation of military specialists. In the late 1990s a large number of high-school shootings were blamed on violent video games, the most devastating being the shooting at Columbine High School in Colorado in 1999. These shootings raise a valid concern that violent video games may be affecting the aggression of children and developing adolescents.

The term aggression is very general and can refer to and influence a large number of personality traits and behaviors. Connor and Steingard defined two specific types of aggression. Reactive aggression is an angry, defensive response to a threat or frustration. Proactive aggression is a deliberate behavior that is controlled by external reinforcements and is usually a means of reaching a desired goal. An example of this type would be robbing a bank to get money. There have yet to be any studies that take into account these two specific types, but most studies in the past have focused on both in some way.

Video games made their first appearance in the early 1970s. The first generation of games used simple shapes and had minimal interaction. The first game, Pong, attempted to simulate ping pong using two rectangles as paddles, and a small square as the ball. The paddles could be controlled by a human player. This game displayed no violent acts or situations though. The first of popular games to be considered violent was Pac Man. This game consisted of a small circle with a mouth that tried to eat pills and destroy ghosts. Although this hardly seems violent by todays standards, it was one of the first games to involve destruction of any kind.

With the release of the Nintendo Entertainment System in the 1980s and Sonys Playstation in the 1990s came new generations of games, with better graphics and more capabilities. Game developers were no longer as limited by their media, and tried to simulate reality as best as possible. New innovations in technology meant more realistic violence and gore. All these new capabilities meant developers could focus more on details. One example is the game Soldier of Fortune, released in 2000 for the personal computer. In this game each character has 26 kill zones, or areas that the character can be hit by a bullet. The game also employs a first-person perspective, making it seem as though the player is seeing through the eyes of the in-game character.

Until the recent resurgence in interest in video games in the past decade, research on the topic was minimal. There were few correlations found, and several had conflicting results. There were three studies which used self report data. Dominick found that the amount of video games played had a positive correlation with one of three measures of aggression among tenth and eleventh grade boys. However, Gibb and Bailey, found no relation in a larger study of 12-34 year olds. Another study found a correlation between use of arcade games and teachers ratings of aggressiveness. Due

to the conflicting results of these studies, no conclusive correlations could be drawn. Most data seemed to show a positive correlation between videogame play and aggression, yet Gibbs study showed otherwise.

Question 22 of 25 (Part of Above Paragraph)

Which one of these is a correct example of reactive aggression as defined in the passage?

    A. Beating someone up to prove that you are a bully

    B. Insulting someone who you think is useless.

    C. Severing contacts with people and being passive-aggressive

    D. Participating in a boxing match

✔ **E.** Attacking someone who points a gun at you and threatens to kill you

Explanation :

Option (a) is incorrect because, the author explains in paragraph 2, that proactive aggression is where the behaviour is deliberate and is undertaken to reach a particular goal. Bullying someone is deliberate and intentional.

Question Analytics

310 USERS ()	164 USERS ()	USERS ()	52.9 %
ATTEMPTED	✔ SOLVED CORRECTLY	✖ SOLVED INCORRECTLY	⊙ ACCURACY

1 M 47.85 S	5.2 SECS
⊙ AVG. SOLVING TIME	⧗ FASTEST SOLVING TIME

Question 23 of 25 (Part of Above Paragraph)

Which one of these is an appropriate title for the passage?

    A. Video Games lead to violence

✔ **B.** Video games and violence: Nature of Correlation?

    C. The Myth of Video game inspired violence

    D. Virtual violence

    E. Society and violence

Explanation :

Option (a) is an incorrect title because the author throughout the passage discusses the connection between video games and violence. The author does not present with any certainty that video games lead to violence. The studies discussed in the last paragraph show video games may or may not be leading to violence.

Question Analytics

310 USERS ()	146 USERS ()	USERS ()	47.1 %
ATTEMPTED	✔ SOLVED CORRECTLY	✖ SOLVED INCORRECTLY	⊙ ACCURACY

22.76 SECS	2.5 SECS
⊙ AVG. SOLVING TIME	⌛ FASTEST SOLVING TIME

Question 24 of 25 (Part of Above Paragraph)

What is the most probable opinion of the author towards the first-person perspective used in Soldiers of Fortune?

    A. It was the reason for spreading more violence in society

✔ **B.** It heightened the player's ability to relate to the aggression

    C. It was an aspect added after research

    D. It was the best way for someone to train to be a soldier

    E. It made the players less aggressive.

Explanation :

Option (a) is incorrect because it cannot be justified from the passage that one particular video game was responsible for increasing the level of violence in society.

Question Analytics

266 USERS ()	103 USERS ()	USERS ()	38.72 %
ATTEMPTED	✔ SOLVED CORRECTLY	✖ SOLVED INCORRECTLY	⊙ ACCURACY

39.51 SECS	1.5 SECS
⊙ AVG. SOLVING TIME	⌛ FASTEST SOLVING TIME

Question 25 of 25 (Part of Above Paragraph)

What is the author trying to highlight by mentioning the release of a game by the American army?

    A. The American establishment believes in promoting violence

    B. The American Army is using popular games to encourage conscription

✔ **C.** The extent to which video games can emulate real-life

    D. These games have now become a part of American mainstream life

    E. American Army believes that the need for stimulation is high during adolescence.

Explanation :

Option (a) is incorrect because there is no evidence in the passage that justifies that the American establishment promotes violence.