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| 1.  The arithmetic logic unit (ALU) and the control unit are part of the central processing unit (CPU). While the control unit tells the computer which device to read, the ALU performs arithmetic and comparison operations.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. The central processing unit (CPU) is the heart of a computer. It is divided into two components: the arithmetic logic unit (ALU) and the control unit. The ALU performs arithmetic operations (1, 2, \*, /) as well as comparison or relational operations (<, >, 5). The control unit tells the computer what to do, such as instructing the computer which device to read or send output to. | | *Incorrect* | Incorrect. The central processing unit (CPU) is the heart of a computer. It is divided into two components: the arithmetic logic unit (ALU) and the control unit. The ALU performs arithmetic operations (1, 2, \*, /) as well as comparison or relational operations (<, >, 5). The control unit tells the computer what to do, such as instructing the computer which device to read or send output to. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.1 - Define a computer system and its components. | | *TOPICS:* | Defining a Computer | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 2.  ENIAC is an example of a first-generation computer.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. ENIAC is an example of a first-generation computer. First-generation computers were bulky and unreliable, generated excessive heat, and were difficult to program. | | *Incorrect* | Incorrect. ENIAC is an example of a first-generation computer. First-generation computers were bulky and unreliable, generated excessive heat, and were difficult to program. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 3.  Very-large-scale integration (VLSI) circuits were introduced in fifth-generation computers.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. Very-large-scale integration circuits were introduced in fourth-generation computers. Fourth-generation computers continued several trends that further improved speed and ease of use: miniaturization, very-large-scale integration circuits, widespread use of personal computers, and optical discs. | | *Incorrect* | Incorrect. Very-large-scale integration circuits were introduced in fourth-generation computers. Fourth-generation computers continued several trends that further improved speed and ease of use: miniaturization, very-large-scale integration circuits, widespread use of personal computers, and optical discs. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 4.  A byte is a single value, which can only be 0 or 1.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. A bit is a single value of 0 or 1, and 8 bits equal 1 byte. A byte is the size of a character. | | *Incorrect* | Incorrect. A bit is a single value of 0 or 1, and 8 bits equal 1 byte. A byte is the size of a character. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.3 - Analyze the impact of the three factors distinguishing the computing power of computers. | | *TOPICS:* | The Power of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 5.  Extended ASCII is a data code that allows the representation of 1024 characters.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. Extended ASCII code is an 8-bit code that allows representation of 256 characters. Computers and communication systems use data codes to represent and transfer data between computers and network systems. | | *Incorrect* | Incorrect. Extended ASCII code is an 8-bit code that allows representation of 256 characters. Computers and communication systems use data codes to represent and transfer data between computers and network systems. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.3 - Analyze the impact of the three factors distinguishing the computing power of computers. | | *TOPICS:* | The Power of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 6.  Computers perform all tasks using a combination of arithmetic and logical operations.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. | | *Incorrect* | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 7.  Computers cannot store massive amounts of data in small spaces.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. Computers can store massive amounts of data in small spaces and locate a particular item quickly. For example, you can store the text of more than one million books in a memory device about the size of your fist. | | *Incorrect* | Incorrect. Computers can store massive amounts of data in small spaces and locate a particular item quickly. For example, you can store the text of more than one million books in a memory device about the size of your fist. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 8.  Inkjet printers produce characters by projecting onto paper electrically charged droplets of ink that create an image.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. Inkjet printers produce characters by projecting onto paper electrically charged droplets of ink that create an image. Inkjet printers are suitable for home users with limited text and photo printing needs. | | *Incorrect* | Incorrect. Inkjet printers produce characters by projecting onto paper electrically charged droplets of ink that create an image. Inkjet printers are suitable for home users with limited text and photo printing needs. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.5 - Discuss the types of input, output, and memory devices. | | *TOPICS:* | Input, Output, and Memory Devices | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 9.  In network-attached storage (NAS), as the number of users increases, its performance increases.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. The biggest issue with NAS is that, as the number of users increases, its performance deteriorates. However, it can be expanded easily by adding more servers or upgrading the CPU. | | *Incorrect* | Incorrect. The biggest issue with NAS is that, as the number of users increases, its performance deteriorates. However, it can be expanded easily by adding more servers or upgrading the CPU. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.5 - Discuss the types of input, output, and memory devices. | | *TOPICS:* | Input, Output, and Memory Devices | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 10.  A server is a set of programs for controlling and managing computer hardware and software.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. A server is a computer and all the software for managing network resources and offering services to a network. Examples of servers include remote access servers (RAS), application servers, and database servers. | | *Incorrect* | Incorrect. A server is a computer and all the software for managing network resources and offering services to a network. Examples of servers include remote access servers (RAS), application servers, and database servers. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 11.  Spreadsheet software is more powerful than financial planning software.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. Financial planning software, which is more powerful than spreadsheet software, is capable of performing many types of analysis on large amounts of data. These analyses include present value, future value, rate of return, cash flow, depreciation, retirement planning, and budgeting. | | *Incorrect* | Incorrect. Financial planning software, which is more powerful than spreadsheet software, is capable of performing many types of analysis on large amounts of data. These analyses include present value, future value, rate of return, cash flow, depreciation, retirement planning, and budgeting. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 12.  Fourth-generation languages (4GLs) are also called procedural languages.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. Sometimes, 4GLs are called nonprocedural languages, which means you do not need to follow a rigorous command syntax to use them. They are also the easiest computer languages to use. | | *Incorrect* | Incorrect. Sometimes, 4GLs are called nonprocedural languages, which means you do not need to follow a rigorous command syntax to use them. They are also the easiest computer languages to use. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 13.  A program relates to a computer in which of the following ways?   |  |  |  | | --- | --- | --- | |  | a. | It tells the computer how to transfer data from one networked device to another. | |  | b. | It identifies whether the computer acts as a client or a server. | |  | c. | It establishes the correct language in which the system unit relates to peripheral devices. | |  | d. | It provides step-by-step directions for performing a specific task in a language the computer can understand. |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. A program is a step-by-step direction for performing a specific task, written in a language the computer can understand. To write a computer program, first you must know what needs to be done, then you must plan a method to achieve this goal, including selecting the right language for the task. | |  | b. | Incorrect. A program is a step-by-step direction for performing a specific task, written in a language the computer can understand. To write a computer program, first you must know what needs to be done, and you must plan a method to achieve this goal, including selecting the right language for the task. | |  | c. | Incorrect. A program is a step-by-step direction for performing a specific task, written in a language the computer can understand. To write a computer program, first you must know what needs to be done, and you must plan a method to achieve this goal, including selecting the right language for the task. | |  | d. | Correct. A program is a step-by-step direction for performing a specific task, written in a language the computer can understand. To write a computer program, first you must know what needs to be done, and you must plan a method to achieve this goal, including selecting the right language for the task. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.1 - Define a computer system and its components. | | *TOPICS:* | Defining a Computer | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 14.  To create a link between devices connected to a computer, you would use a \_\_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | motherboard | |  | b. | control unit | |  | c. | disk drive | |  | d. | bus |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. A bus is a link between devices connected to a computer. An internal bus enables communication between internal components, such as a video card and memory; an external bus is capable of communicating with external components, such as a USB device. | |  | b. | Incorrect. A bus is a link between devices connected to a computer. An internal bus enables communication between internal components, such as a video card and memory; an external bus is capable of communicating with external components, such as a USB device. | |  | c. | Incorrect. A bus is a link between devices connected to a computer. An internal bus enables communication between internal components, such as a video card and memory; an external bus is capable of communicating with external components, such as a USB device. | |  | d. | Correct. A bus is a link between devices connected to a computer. An internal bus enables communication between internal components, such as a video card and memory; an external bus is capable of communicating with external components, such as a USB device. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.1 - Define a computer system and its components. | | *TOPICS:* | Defining a Computer | | *KEYWORDS:* | Bloom's: Apply | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 15.  To enable communication between a video card and memory, you would use a(n) \_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | internal bus | |  | b. | keyboard | |  | c. | floppy drive | |  | d. | optical disc |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. A bus is a link between devices connected to a computer. An internal bus enables communication between internal components, such as a video card and memory. | |  | b. | Incorrect. A bus is a link between devices connected to a computer. An internal bus enables communication between internal components, such as a video card and memory. | |  | c. | Incorrect. A bus is a link between devices connected to a computer. An internal bus enables communication between internal components, such as a video card and memory. | |  | d. | Incorrect. A bus is a link between devices connected to a computer. An internal bus enables communication between internal components, such as a video card and memory. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.1 - Define a computer system and its components. | | *TOPICS:* | Defining a Computer | | *KEYWORDS:* | Bloom's: Apply | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 16.  Beginning in the 1940s, first-generation computers used \_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | transistors | |  | b. | vacuum tube technology | |  | c. | integrated circuits | |  | d. | laser technology |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Beginning in the 1940s, first-generation computers used vacuum tube technology. They were bulky and unreliable, generated excessive heat, and were difficult to program. | |  | b. | Correct. Beginning in the 1940s, first-generation computers used vacuum tube technology. They were bulky and unreliable, generated excessive heat, and were difficult to program. | |  | c. | Incorrect. Beginning in the 1940s, first-generation computers used vacuum tube technology. They were bulky and unreliable, generated excessive heat, and were difficult to program. | |  | d. | Incorrect. Beginning in the 1940s, first-generation computers used vacuum tube technology. They were bulky and unreliable, generated excessive heat, and were difficult to program. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 17.  Second-generation computers used \_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | vacuum tube technology | |  | b. | transistors | |  | c. | integrated circuits | |  | d. | laser technology |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Major developments in hardware have taken place over the past 60 years. To make these developments more clear, computers are often categorized into "generations" that mark technological breakthroughs. Second-generation computers used transistors and were faster, more reliable, and easier to program and maintain than first-generation computers. | |  | b. | Correct. Major developments in hardware have taken place over the past 60 years. To make these developments more clear, computers are often categorized into "generations" that mark technological breakthroughs. Second-generation computers used transistors and were faster, more reliable, and easier to program and maintain than first-generation computers. | |  | c. | Incorrect. Major developments in hardware have taken place over the past 60 years. To make these developments more clear, computers are often categorized into "generations" that mark technological breakthroughs. Second-generation computers used transistors and were faster, more reliable, and easier to program and maintain than first-generation computers. | |  | d. | Incorrect. Major developments in hardware have taken place over the past 60 years. To make these developments more clear, computers are often categorized into "generations" that mark technological breakthroughs. Second-generation computers used transistors and were faster, more reliable, and easier to program and maintain than first-generation computers. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 18.  Third-generation computers operated on \_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | integrated circuits | |  | b. | vacuum tube technology | |  | c. | parallel processing | |  | d. | optical discs |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Third-generation computers operated on integrated circuits, which enabled computers to be even smaller, faster, more reliable, and more sophisticated than second-generation computers. Remote data entry and telecommunications were introduced during this generation. | |  | b. | Incorrect. Third-generation computers operated on integrated circuits, which enabled computers to be even smaller, faster, more reliable, and more sophisticated than second-generation computers. Remote data entry and telecommunications were introduced during this generation. | |  | c. | Incorrect. Third-generation computers operated on integrated circuits, which enabled computers to be even smaller, faster, more reliable, and more sophisticated than second-generation computers. Remote data entry and telecommunications were introduced during this generation. | |  | d. | Incorrect. Third-generation computers operated on integrated circuits, which enabled computers to be even smaller, faster, more reliable, and more sophisticated than second-generation computers. Remote data entry and telecommunications were introduced during this generation. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 19.  When comparing types of chips, which characteristic is true of gallium arsenide chips?   |  |  |  | | --- | --- | --- | |  | a. | They run at higher speeds than silicon chips. | |  | b. | They were used in third-generation computers. | |  | c. | They are ideal for mass production. | |  | d. | They have low production costs. |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Gallium arsenide chips run at higher speeds and consume less power than silicon chips. Because silicon cannot emit light and has speed limitations, computer designers have concentrated on technology using gallium arsenide, in which electrons move almost five times faster than silicon. | |  | b. | Incorrect. Gallium arsenide chips run at higher speeds and consume less power than silicon chips. Because silicon cannot emit light and has speed limitations, computer designers have concentrated on technology using gallium arsenide, in which electrons move almost five times faster than silicon. | |  | c. | Incorrect. Gallium arsenide chips run at higher speeds and consume less power than silicon chips. Because silicon cannot emit light and has speed limitations, computer designers have concentrated on technology using gallium arsenide, in which electrons move almost five times faster than silicon. | |  | d. | Incorrect. Gallium arsenide chips run at higher speeds and consume less power than silicon chips. Because silicon cannot emit light and has speed limitations, computer designers have concentrated on technology using gallium arsenide, in which electrons move almost five times faster than silicon. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 20.  Computer designers have concentrated on technology using gallium arsenide instead of silicon because silicon \_\_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | cannot be used for the mass production of electronic devices | |  | b. | cannot emit light and has speed limitations | |  | c. | is soft and fragile | |  | d. | is expensive |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Since silicon cannot emit light and has speed limitations, computer designers have concentrated on technology using gallium arsenide, in which electrons move almost five times faster than in silicon. | |  | b. | Correct. Since silicon cannot emit light and has speed limitations, computer designers have concentrated on technology using gallium arsenide, in which electrons move almost five times faster than in silicon. | |  | c. | Incorrect. Since silicon cannot emit light and has speed limitations, computer designers have concentrated on technology using gallium arsenide, in which electrons move almost five times faster than in silicon. | |  | d. | Incorrect. Since silicon cannot emit light and has speed limitations, computer designers have concentrated on technology using gallium arsenide, in which electrons move almost five times faster than in silicon. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Apply | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 21.  Gallium arsenide \_\_\_\_\_ than silicon.   |  |  |  | | --- | --- | --- | |  | a. | is more fragile | |  | b. | is more suitable for mass production | |  | c. | emits less light | |  | d. | operates at lower temperatures |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. The major problems with gallium arsenide are difficulties in mass production. This material is softer and more fragile than silicon, so it breaks more easily during slicing and polishing. | |  | b. | Incorrect. The major problems with gallium arsenide are difficulties in mass production. This material is softer and more fragile than silicon, so it breaks more easily during slicing and polishing. | |  | c. | Incorrect. The major problems with gallium arsenide are difficulties in mass production. This material is softer and more fragile than silicon, so it breaks more easily during slicing and polishing. | |  | d. | Incorrect. The major problems with gallium arsenide are difficulties in mass production. This material is softer and more fragile than silicon, so it breaks more easily during slicing and polishing. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 22.  In differentiating between storage measurements, a \_\_\_\_\_ is the size of a character.   |  |  |  | | --- | --- | --- | |  | a. | nibble | |  | b. | decibel | |  | c. | byte | |  | d. | node |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. A byte is the size of a character. For example, the word computer consists of 8 characters or 8 bytes (64 bits). | |  | b. | Incorrect. A byte is the size of a character. For example, the word computer consists of 8 characters or 8 bytes (64 bits). | |  | c. | Correct. A byte is the size of a character. For example, the word computer consists of 8 characters or 8 bytes (64 bits). | |  | d. | Incorrect. A byte is the size of a character. For example, the word computer consists of 8 characters or 8 bytes (64 bits). | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.3 - Analyze the impact of the three factors distinguishing the computing power of computers. | | *TOPICS:* | The Power of Computers | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 23.  The word computer consists of 64 bits, equivalent to \_\_\_\_\_ bytes?   |  |  |  | | --- | --- | --- | |  | a. | 6 | |  | b. | 8 | |  | c. | 16 | |  | d. | 32 |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. The word computer has 64 bits. Eight bits constitute 1 byte, so 64 bits are the same as 8 bytes. | |  | b. | Correct. The word computer has 64 bits. Eight bits constitute 1 byte, so 64 bits are the same as 8 bytes. | |  | c. | Incorrect. The word computer has 64 bits. Eight bits constitute 1 byte, so 64 bits are the same as 8 bytes. | |  | d. | Incorrect. The word computer has 64 bits. Eight bits constitute 1 byte, so 64 bits are the same as 8 bytes. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.3 - Analyze the impact of the three factors distinguishing the computing power of computers. | | *TOPICS:* | The Power of Computers | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 24.  Computers and communication systems use \_\_\_\_\_ to represent information between computers and network systems.   |  |  |  | | --- | --- | --- | |  | a. | source codes | |  | b. | nanotubes | |  | c. | data codes | |  | d. | servers |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Computers and communication systems use data codes to represent and transfer data between computers and network systems. The most common data code for text files, PC applications, and the Internet is American Standard Code for Information Interchange. | |  | b. | Incorrect. Computers and communication systems use data codes to represent and transfer data between computers and network systems. The most common data code for text files, PC applications, and the Internet is American Standard Code for Information Interchange. | |  | c. | Correct. Computers and communication systems use data codes to represent and transfer data between computers and network systems. The most common data code for text files, PC applications, and the Internet is American Standard Code for Information Interchange. | |  | d. | Incorrect. Computers and communication systems use data codes to represent and transfer data between computers and network systems. The most common data code for text files, PC applications, and the Internet is American Standard Code for Information Interchange. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.3 - Analyze the impact of the three factors distinguishing the computing power of computers. | | *TOPICS:* | The Power of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 25. Identify the type of file in which each alphabetic, numeric, or special character is represented with a 7-bit binary number.   |  |  |  | | --- | --- | --- | |  | a. | Extended Binary Code Decimal Interchange Code (EBCDIC) | |  | b. | Unicode | |  | c. | American Standard Code for Information Interchange (ASCII) | |  | d. | Extended ASCII |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. In an ASCII file, each alphabetic, numeric, or special character is represented with a 7-bit binary number (a string of 0s or 1s). Up to 128 (27) characters can be defined. | |  | b. | Incorrect. In an ASCII file, each alphabetic, numeric, or special character is represented with a 7-bit binary number (a string of 0s or 1s). Up to 128 (27) characters can be defined. | |  | c. | Correct. In an ASCII file, each alphabetic, numeric, or special character is represented with a 7-bit binary number (a string of 0s or 1s). Up to 128 (27) characters can be defined. | |  | d. | Incorrect. In an ASCII file, each alphabetic, numeric, or special character is represented with a 7-bit binary number (a string of 0s or 1s). Up to 128 (27) characters can be defined. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.3 - Analyze the impact of the three factors distinguishing the computing power of computers. | | *TOPICS:* | The Power of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 26.  An Extended ASCII data code allows representation of maximum \_\_\_\_\_ characters.   |  |  |  | | --- | --- | --- | |  | a. | 128 | |  | b. | 256 | |  | c. | 512 | |  | d. | 1024 |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Apart from American Standard Code for Information Interchange (ASCII), there are two additional data codes used by many operating systems: Unicode and Extended ASCII. Extended ASCII is an 8-bit code that also allows representation of 256 characters. | |  | b. | Correct. Apart from American Standard Code for Information Interchange (ASCII), there are two additional data codes used by many operating systems: Unicode and Extended ASCII. Extended ASCII is an 8-bit code that also allows representation of 256 characters. | |  | c. | Incorrect. Apart from American Standard Code for Information Interchange (ASCII), there are two additional data codes used by many operating systems: Unicode and Extended ASCII. Extended ASCII is an 8-bit code that also allows representation of 256 characters. | |  | d. | Incorrect. Apart from American Standard Code for Information Interchange (ASCII), there are two additional data codes used by many operating systems: Unicode and Extended ASCII. Extended ASCII is an 8-bit code that also allows representation of 256 characters. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.3 - Analyze the impact of the three factors distinguishing the computing power of computers. | | *TOPICS:* | The Power of Computers | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 27.  A petabyte is equal to \_\_\_\_\_ bytes.   |  |  |  | | --- | --- | --- | |  | a. | 230 | |  | b. | 240 | |  | c. | 250 | |  | d. | 260 |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. A byte is the size of a character. A petabyte is 250 bytes, 1 gigabyte is 230 bytes, 1 terabyte is 240 bytes, and 1 exabyte is 260 bytes. | |  | b. | Incorrect. A byte is the size of a character. A petabyte is 250 bytes, 1 gigabyte is 230 bytes, 1 terabyte is 240 bytes, and 1 exabyte is 260 bytes. | |  | c. | Correct. A byte is the size of a character. A petabyte is 250 bytes, 1 gigabyte is 230 bytes, 1 terabyte is 240 bytes, and 1 exabyte is 260 bytes. | |  | d. | Incorrect. A byte is the size of a character. A petabyte is 250 bytes, 1 gigabyte is 230 bytes, 1 terabyte is 240 bytes, and 1 exabyte is 260 bytes. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.3 - Analyze the impact of the three factors distinguishing the computing power of computers. | | *TOPICS:* | The Power of Computers | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 28.  In the context of computer operations, determine which type of operation division would be classified.   |  |  |  | | --- | --- | --- | |  | a. | Arithmetic operation | |  | b. | Storage operation | |  | c. | Logical operation | |  | d. | Retrieval operation |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Division is an arithmetic operation. Computers can add, subtract, multiply, divide, and raise numbers to a power (exponentiation). | |  | b. | Incorrect. Division is an arithmetic operation. Computers can add, subtract, multiply, divide, and raise numbers to a power (exponentiation). | |  | c. | Incorrect. Division is an arithmetic operation. Computers can add, subtract, multiply, divide, and raise numbers to a power (exponentiation). | |  | d. | Incorrect. Division is an arithmetic operation. Computers can add, subtract, multiply, divide, and raise numbers to a power (exponentiation). | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations | | *KEYWORDS:* | Bloom's: Apply | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 29.  When comparing a mouse with a trackball, which statement is true?   |  |  |  | | --- | --- | --- | |  | a. | A mouse processes more information than a trackball. | |  | b. | A mouse is more precise in positioning the pointer than a trackball. | |  | c. | A mouse occupies less space than a trackball. | |  | d. | A mouse is stationary, whereas a trackball has to be moved around. |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. The mouse is a pointing device that moves the cursor on the screen, allowing fast, precise cursor positioning. Trackballs occupy less space than a mouse, so they are ideal for notebook computers. However, positioning with a trackball is sometimes less precise than with a mouse. | |  | b. | Correct. The mouse is a pointing device that moves the cursor on the screen, allowing fast, precise cursor positioning. Trackballs occupy less space than a mouse, so they are ideal for notebook computers. However, positioning with a trackball is sometimes less precise than with a mouse. | |  | c. | Incorrect. The mouse is a pointing device that moves the cursor on the screen, allowing fast, precise cursor positioning. Trackballs occupy less space than a mouse, so they are ideal for notebook computers. However, positioning with a trackball is sometimes less precise than with a mouse. | |  | d. | Incorrect. The mouse is a pointing device that moves the cursor on the screen, allowing fast, precise cursor positioning. Trackballs occupy less space than a mouse, so they are ideal for notebook computers. However, positioning with a trackball is sometimes less precise than with a mouse. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.5 - Discuss the types of input, output, and memory devices. | | *TOPICS:* | Input, Output, and Memory Devices | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 30.  A(n) \_\_\_\_\_ is a common output device for soft copy.   |  |  |  | | --- | --- | --- | |  | a. | liquid crystal display | |  | b. | floppy disk | |  | c. | laser printer | |  | d. | electrostatic plotter |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. The most common output devices for soft copy are cathode ray tube (CRT), plasma display, and liquid crystal display (LCD). Soon, OLED (organic light-emitting diode) displays will replace LCDs. OLED screens are brighter, thinner, and consume less power than LCD technology. | |  | b. | Incorrect. The most common output devices for soft copy are cathode ray tube (CRT), plasma display, and liquid crystal display (LCD). Soon, OLED (organic light-emitting diode) displays will replace LCDs. OLED screens are brighter, thinner, and consume less power than LCD technology. | |  | c. | Incorrect. The most common output devices for soft copy are cathode ray tube (CRT), plasma display, and liquid crystal display (LCD). Soon, OLED (organic light-emitting diode) displays will replace LCDs. OLED screens are brighter, thinner, and consume less power than LCD technology. | |  | d. | Incorrect. The most common output devices for soft copy are cathode ray tube (CRT), plasma display, and liquid crystal display (LCD). Soon, OLED (organic light-emitting diode) displays will replace LCDs. OLED screens are brighter, thinner, and consume less power than LCD technology. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.5 - Discuss the types of input, output, and memory devices. | | *TOPICS:* | Input, Output, and Memory Devices | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 31.  A(n) \_\_\_\_\_ is a common output device for hard copy.   |  |  |  | | --- | --- | --- | |  | a. | optical character reader | |  | b. | compact disc | |  | c. | laser printer | |  | d. | plasma display |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. The most common output device for hard copy is a printer. Inkjet and laser printers are standard printers used today. | |  | b. | Incorrect. The most common output device for hard copy is a printer. Inkjet and laser printers are standard printers used today. | |  | c. | Correct. The most common output device for hard copy is a printer. Inkjet and laser printers are standard printers used today. | |  | d. | Incorrect. The most common output device for hard copy is a printer. Inkjet and laser printers are standard printers used today. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.5 - Discuss the types of input, output, and memory devices. | | *TOPICS:* | Input, Output, and Memory Devices | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 32.  Which statement demonstrates a characteristic of a high-quality inkjet printer?   |  |  |  | | --- | --- | --- | |  | a. | It uses multicolor ink cartridges to print digital photographs. | |  | b. | Its output for a mainframe computer is called soft copy. | |  | c. | It uses laser-based technology that creates electrical charges on a rotating drum to attract toner. | |  | d. | It is suitable for office environments that have high-volume and high-quality printing requirements. |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. High-quality inkjet printers use multicolor ink cartridges for near-photo quality output and are often used to print digital photographs. | |  | b. | Incorrect. High-quality inkjet printers use multicolor ink cartridges for near-photo quality output and are often used to print digital photographs. | |  | c. | Incorrect. High-quality inkjet printers use multicolor ink cartridges for near-photo quality output and are often used to print digital photographs. | |  | d. | Incorrect. High-quality inkjet printers use multicolor ink cartridges for near-photo quality output and are often used to print digital photographs. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.5 - Discuss the types of input, output, and memory devices. | | *TOPICS:* | Input, Output, and Memory Devices | | *KEYWORDS:* | Bloom's: Apply | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 33.  Which statement differentiates between read-only memory (ROM) and random access memory (RAM)?   |  |  |  | | --- | --- | --- | |  | a. | ROM is volatile memory, whereas RAM is nonvolatile memory. | |  | b. | ROM is secondary memory, whereas RAM is main memory. | |  | c. | ROM is nonvolatile memory, whereas RAM is volatile memory. | |  | d. | ROM is main memory, whereas RAM is secondary memory. |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. ROM is nonvolatile memory, whereas RAM is volatile memory. Volatile memory loses its contents when electrical power is turned off. Nonvolatile memory holds data when the computer is off or during the course of a program's operation. | |  | b. | Incorrect. ROM is nonvolatile memory, whereas RAM is volatile memory. Volatile memory loses its contents when electrical power is turned off. Nonvolatile memory holds data when the computer is off or during the course of a program's operation. | |  | c. | Correct. ROM is nonvolatile memory, whereas RAM is volatile memory. Volatile memory loses its contents when electrical power is turned off. Nonvolatile memory holds data when the computer is off or during the course of a program's operation. | |  | d. | Incorrect. ROM is nonvolatile memory, whereas RAM is volatile memory. Volatile memory loses its contents when electrical power is turned off. Nonvolatile memory holds data when the computer is off or during the course of a program's operation. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.5 - Discuss the types of input, output, and memory devices. | | *TOPICS:* | Input, Output, and Memory Devices | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 34.  Which describes a memory device?   |  |  |  | | --- | --- | --- | |  | a. | The contents of flash memory cannot be reprogrammed. | |  | b. | The contents of random access memory cannot be reprogrammed. | |  | c. | The contents of programmable read-only memory cannot be reprogrammed. | |  | d. | The contents of cache random access memory cannot be reprogrammed. |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Programmable read-only memory (PROM) is a type of ROM chip that can be programmed with a special device. However, after it has been programmed, the contents cannot be erased. Erasable programmable read-only memory (EPROM) is similar to PROM, but its contents can be erased and reprogrammed. | |  | b. | Incorrect. Programmable read-only memory (PROM) is a type of ROM chip that can be programmed with a special device. However, after it has been programmed, the contents cannot be erased. Erasable programmable read-only memory (EPROM) is similar to PROM, but its contents can be erased and reprogrammed. | |  | c. | Correct. Programmable read-only memory (PROM) is a type of ROM chip that can be programmed with a special device. However, after it has been programmed, the contents cannot be erased. Erasable programmable read-only memory (EPROM) is similar to PROM, but its contents can be erased and reprogrammed. | |  | d. | Incorrect. Programmable read-only memory (PROM) is a type of ROM chip that can be programmed with a special device. However, after it has been programmed, the contents cannot be erased. Erasable programmable read-only memory (EPROM) is similar to PROM, but its contents can be erased and reprogrammed. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.5 - Discuss the types of input, output, and memory devices. | | *TOPICS:* | Input, Output, and Memory Devices | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 35.  \_\_\_\_\_ holds data when the computer is off.   |  |  |  | | --- | --- | --- | |  | a. | Random access memory | |  | b. | Read-only memory | |  | c. | Secondary memory | |  | d. | Programmable read-only memory |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Secondary memory devices are nonvolatile and used for storing large volumes of data for long periods. They can also hold data when the computer is off or during the course of a program's operation. | |  | b. | Incorrect. Secondary memory devices are nonvolatile and used for storing large volumes of data for long periods. They can also hold data when the computer is off or during the course of a program's operation. | |  | c. | Correct. Secondary memory devices are nonvolatile and used for storing large volumes of data for long periods. They can also hold data when the computer is off or during the course of a program's operation. | |  | d. | Incorrect. Secondary memory devices are nonvolatile and used for storing large volumes of data for long periods. They can also hold data when the computer is off or during the course of a program's operation. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.5 - Discuss the types of input, output, and memory devices. | | *TOPICS:* | Input, Output, and Memory Devices | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 36.  Identify the type of computer that has the highest storage capability.   |  |  |  | | --- | --- | --- | |  | a. | Subnotebooks | |  | b. | Notebooks | |  | c. | Personal computers | |  | d. | Supercomputers |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Supercomputers are the most powerful; they also have the highest storage capabilities and the highest price. Supercomputers are more expensive, much bigger, faster, and have more memory than personal computers, minicomputers, and mainframes. | |  | b. | Incorrect. Supercomputers are the most powerful; they also have the highest storage capabilities and the highest price. Supercomputers are more expensive, much bigger, faster, and have more memory than personal computers, minicomputers, and mainframes. | |  | c. | Incorrect. Supercomputers are the most powerful; they also have the highest storage capabilities and the highest price. Supercomputers are more expensive, much bigger, faster, and have more memory than personal computers, minicomputers, and mainframes. | |  | d. | Correct. Supercomputers are the most powerful; they also have the highest storage capabilities and the highest price. Supercomputers are more expensive, much bigger, faster, and have more memory than personal computers, minicomputers, and mainframes. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 37.  Identify the type of computer that has the highest price.   |  |  |  | | --- | --- | --- | |  | a. | Subnotebooks | |  | b. | Notebooks | |  | c. | Personal computers | |  | d. | Supercomputers |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Supercomputers are the most powerful; they also have the highest storage capabilities and the highest price. Supercomputers are more expensive, much bigger, faster, and have more memory than personal computers, minicomputers, and mainframes. | |  | b. | Incorrect. Supercomputers are the most powerful; they also have the highest storage capabilities and the highest price. Supercomputers are more expensive, much bigger, faster, and have more memory than personal computers, minicomputers, and mainframes. | |  | c. | Incorrect. Supercomputers are the most powerful; they also have the highest storage capabilities and the highest price. Supercomputers are more expensive, much bigger, faster, and have more memory than personal computers, minicomputers, and mainframes. | |  | d. | Correct. Supercomputers are the most powerful; they also have the highest storage capabilities and the highest price. Supercomputers are more expensive, much bigger, faster, and have more memory than personal computers, minicomputers, and mainframes. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 38.  Jacob, a data analyst, is working on a project from home and needs to download some data from his office network. Which of the following server platforms relate to Jacob's purpose?   |  |  |  | | --- | --- | --- | |  | a. | Remote access servers | |  | b. | Web servers | |  | c. | Application servers | |  | d. | Disk servers |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Remote access servers (RAS) will best serve Jacob's purpose. RAS allows off-site users to connect to network resources, such as network file storage, printers, and databases. Web servers store Web pages for access over the Internet. Application servers store computer software, which users can access from their workstations. Disk servers contain large-capacity hard drives and enable users to store files and applications for later retrieval. | |  | b. | Incorrect. Remote access servers (RAS) will best serve Jacob's purpose. RAS allows off-site users to connect to network resources, such as network file storage, printers, and databases. Web servers store Web pages for access over the Internet. Application servers store computer software, which users can access from their workstations. Disk servers contain large-capacity hard drives and enable users to store files and applications for later retrieval. | |  | c. | Incorrect. Remote access servers (RAS) will best serve Jacob's purpose. RAS allows off-site users to connect to network resources, such as network file storage, printers, and databases. Web servers store Web pages for access over the Internet. Application servers store computer software, which users can access from their workstations. Disk servers contain large-capacity hard drives and enable users to store files and applications for later retrieval. | |  | d. | Incorrect. Remote access servers (RAS) will best serve Jacob's purpose. RAS allows off-site users to connect to network resources, such as network file storage, printers, and databases. Web servers store Web pages for access over the Internet. Application servers store computer software, which users can access from their workstations. Disk servers contain large-capacity hard drives and enable users to store files and applications for later retrieval. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 39.  Which best defines an operating system (OS)?   |  |  |  | | --- | --- | --- | |  | a. | It is a set of programs for controlling and managing computer hardware and software. | |  | b. | It is a computer and all the software for managing network resources and offering services to a network. | |  | c. | It is a collection of disk drives used for fault tolerance and is typically found in large network systems. | |  | d. | It is the main circuit board containing connectors for attaching additional boards. |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. An OS is a set of programs for controlling and managing computer hardware and software. A typical OS consists of control programs and supervisor programs. | |  | b. | Incorrect. An OS is a set of programs for controlling and managing computer hardware and software. A typical OS consists of control programs and supervisor programs. | |  | c. | Incorrect. An OS is a set of programs for controlling and managing computer hardware and software. A typical OS consists of control programs and supervisor programs. | |  | d. | Incorrect. An OS is a set of programs for controlling and managing computer hardware and software. A typical OS consists of control programs and supervisor programs. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 40.  Choose which is true of the supervisor program of an operating system (OS)?   |  |  |  | | --- | --- | --- | |  | a. | It controls compilers in the OS. | |  | b. | It prioritizes tasks performed by the CPU. | |  | c. | It transfers data among other parts of the computer system. | |  | d. | It generates checksums to verify that data is not corrupted. |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. The supervisor program, also known as the kernel, is responsible for controlling all other programs in the OS, such as compilers, interpreters, assemblers, and utilities for performing special tasks. On the other hand, control programs manage computer hardware and resources. | |  | b. | Incorrect. The supervisor program, also known as the kernel, is responsible for controlling all other programs in the OS, such as compilers, interpreters, assemblers, and utilities for performing special tasks. On the other hand, control programs manage computer hardware and resources. | |  | c. | Incorrect. The supervisor program, also known as the kernel, is responsible for controlling all other programs in the OS, such as compilers, interpreters, assemblers, and utilities for performing special tasks. On the other hand, control programs manage computer hardware and resources. | |  | d. | Incorrect. The supervisor program, also known as the kernel, is responsible for controlling all other programs in the OS, such as compilers, interpreters, assemblers, and utilities for performing special tasks. On the other hand, control programs manage computer hardware and resources. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 41.  The supervisor program in an operating system (OS) is also known as the \_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | metadata | |  | b. | kernel | |  | c. | applet | |  | d. | cache |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. The supervisor program, also known as the kernel, is responsible for controlling all other programs in the OS, such as compilers, interpreters, assemblers, and utilities for performing special tasks. | |  | b. | Correct. The supervisor program, also known as the kernel, is responsible for controlling all other programs in the OS, such as compilers, interpreters, assemblers, and utilities for performing special tasks. | |  | c. | Incorrect. The supervisor program, also known as the kernel, is responsible for controlling all other programs in the OS, such as compilers, interpreters, assemblers, and utilities for performing special tasks. | |  | d. | Incorrect. The supervisor program, also known as the kernel, is responsible for controlling all other programs in the OS, such as compilers, interpreters, assemblers, and utilities for performing special tasks. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 42.  UNIX is a type of \_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | storage area network | |  | b. | application software | |  | c. | remote access server | |  | d. | operating system |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. UNIX is a type of operating system. Microsoft Windows, Mac OS, and Linux are examples of personal computer OSs, and mainframe OSs include UNIX and OpenVMS, as well as some versions of Linux. | |  | b. | Incorrect. UNIX is a type of operating system. Microsoft Windows, Mac OS, and Linux are examples of personal computer OSs, and mainframe OSs include UNIX and OpenVMS, as well as some versions of Linux. | |  | c. | Incorrect. UNIX is a type of operating system. Microsoft Windows, Mac OS, and Linux are examples of personal computer OSs, and mainframe OSs include UNIX and OpenVMS, as well as some versions of Linux. | |  | d. | Correct. UNIX is a type of operating system. Microsoft Windows, Mac OS, and Linux are examples of personal computer OSs, and mainframe OSs include UNIX and OpenVMS, as well as some versions of Linux. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 43.  \_\_\_\_\_ consists of a series of 0s and 1s representing data or instructions.   |  |  |  | | --- | --- | --- | |  | a. | Assembly language | |  | b. | A fourth-generation language | |  | c. | Machine language | |  | d. | A fifth-generation language |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Machine language consists of a series of 0s and 1s representing data or instructions. Machine language depends on the machine, so code written for one type of computer does not work on another type of computer. Writing a machine-language program is time-consuming and painstaking. | |  | b. | Incorrect. Machine language consists of a series of 0s and 1s representing data or instructions. Machine language depends on the machine, so code written for one type of computer does not work on another type of computer. Writing a machine-language program is time-consuming and painstaking. | |  | c. | Correct. Machine language consists of a series of 0s and 1s representing data or instructions. Machine language depends on the machine, so code written for one type of computer does not work on another type of computer. Writing a machine-language program is time-consuming and painstaking. | |  | d. | Incorrect. Machine language consists of a series of 0s and 1s representing data or instructions. Machine language depends on the machine, so code written for one type of computer does not work on another type of computer. Writing a machine-language program is time-consuming and painstaking. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 44.  Java and C++ are examples of \_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | assembly language | |  | b. | high-level languages | |  | c. | machine language | |  | d. | compiler languages |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Java, C++, and VB.NET are examples of high-level languages. High-level languages are more like English, making it easier to learn and code. | |  | b. | Correct. Java, C++, and VB.NET are examples of high-level languages. High-level languages are more like English, making it easier to learn and code. | |  | c. | Incorrect. Java, C++, and VB.NET are examples of high-level languages. High-level languages are more like English, making it easier to learn and code. | |  | d. | Incorrect. Java, C++, and VB.NET are examples of high-level languages. High-level languages are more like English, making it easier to learn and code. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 45.  Which demonstrates a characteristic of fourth-generation languages (4GLs)?   |  |  |  | | --- | --- | --- | |  | a. | They are the easiest computer languages to use. | |  | b. | They are composed of rigorous command syntaxes. | |  | c. | They contain a series of 0s and 1s representing data or instructions. | |  | d. | They use artificial intelligence technologies, such as knowledge-based systems. |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. 4GLs are the easiest computer languages to use. The commands are powerful and easy to learn, even for people with little computer training. | |  | b. | Incorrect. 4GLs are the easiest computer languages to use. The commands are powerful and easy to learn, even for people with little computer training. | |  | c. | Incorrect. 4GLs are the easiest computer languages to use. The commands are powerful and easy to learn, even for people with little computer training. | |  | d. | Incorrect. 4GLs are the easiest computer languages to use. The commands are powerful and easy to learn, even for people with little computer training. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 46.  Structured query language (SQL) is an example of a(n) \_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | assembly language | |  | b. | high-level language | |  | c. | fourth-generation language | |  | d. | fifth-generation language |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. SQL is an example of a fourth-generation language. Fourth-generation languages are the easiest computer languages to use. The commands are powerful and easy to learn, even for people with little computer training. | |  | b. | Incorrect. SQL is an example of a fourth-generation language. Fourth-generation languages are the easiest computer languages to use. The commands are powerful and easy to learn, even for people with little computer training. | |  | c. | Correct. SQL is an example of a fourth-generation language. Fourth-generation languages are the easiest computer languages to use. The commands are powerful and easy to learn, even for people with little computer training. | |  | d. | Incorrect. SQL is an example of a fourth-generation language. Fourth-generation languages are the easiest computer languages to use. The commands are powerful and easy to learn, even for people with little computer training. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 47.  Which describes fifth-generation languages (5GLs)?   |  |  |  | | --- | --- | --- | |  | a. | They are the easiest computer languages to use. | |  | b. | They contain a series of 0s and 1s representing data or instructions. | |  | c. | They are machine dependent and need to be changed after every use. | |  | d. | They use artificial intelligence technologies, such as knowledge-based systems. |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. 5GLs use some of the artificial intelligence technologies, such as knowledge-based systems, natural language processing, visual programming, and a graphical approach to programming. Codes are automatically generated and designed to make the computer solve a given problem without a programmer or with minimum programming effort. | |  | b. | Incorrect. 5GLs use some of the artificial intelligence technologies, such as knowledge-based systems, natural language processing, visual programming, and a graphical approach to programming. Codes are automatically generated and designed to make the computer solve a given problem without a programmer or with minimum programming effort. | |  | c. | Incorrect. 5GLs use some of the artificial intelligence technologies, such as knowledge-based systems, natural language processing, visual programming, and a graphical approach to programming. Codes are automatically generated and designed to make the computer solve a given problem without a programmer or with minimum programming effort. | |  | d. | Correct. 5GLs use some of the artificial intelligence technologies, such as knowledge-based systems, natural language processing, visual programming, and a graphical approach to programming. Codes are automatically generated and designed to make the computer solve a given problem without a programmer or with minimum programming effort. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 48.  Choose the correct code in which the source code must be translated into in order to make a computer understand a program.   |  |  |  | | --- | --- | --- | |  | a. | ASCII | |  | b. | object | |  | c. | ternary | |  | d. | UTF-8 |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Regardless of the language, a program is also referred to as the source code. This source code must be translated into object code-consisting of binary 0s and 1s. | |  | b. | Correct. Regardless of the language, a program is also referred to as the source code. This source code must be translated into object code-consisting of binary 0s and 1s. | |  | c. | Incorrect. Regardless of the language, a program is also referred to as the source code. This source code must be translated into object code-consisting of binary 0s and 1s. | |  | d. | Incorrect. Regardless of the language, a program is also referred to as the source code. This source code must be translated into object code-consisting of binary 0s and 1s. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.1 - Define a computer system and its components. | | *TOPICS:* | Defining a Computer | | *KEYWORDS:* | Bloom's: Apply | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 49. Which component tells the computer what to do in a situation where the computer is tasked with reading a device or sending output.   |  |  |  | | --- | --- | --- | |  | a. | main memory | |  | b. | motherboard | |  | c. | operating system | |  | d. | control unit |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. The central processing unit (CPU) is the heart of a computer. It is divided into two components: the arithmetic logic unit (ALU) and the control unit. The control unit tells the computer what to do, such as instructing the computer which device to read or send output to. | |  | b. | Incorrect. The central processing unit (CPU) is the heart of a computer. It is divided into two components: the arithmetic logic unit (ALU) and the control unit. The control unit tells the computer what to do, such as instructing the computer which device to read or send output to. | |  | c. | Incorrect. The central processing unit (CPU) is the heart of a computer. It is divided into two components: the arithmetic logic unit (ALU) and the control unit. The control unit tells the computer what to do, such as instructing the computer which device to read or send output to. | |  | d. | Correct. The central processing unit (CPU) is the heart of a computer. It is divided into two components: the arithmetic logic unit (ALU) and the control unit. The control unit tells the computer what to do, such as instructing the computer which device to read or send output to. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.1 - Define a computer system and its components. | | *TOPICS:* | Defining a Computer | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 50.  \_\_\_\_\_ include gallium arsenide chips that run at higher speeds and consume less power than silicon chips and optical technologies.   |  |  |  | | --- | --- | --- | |  | a. | Second-generation computers | |  | b. | Third-generation computers | |  | c. | Fourth-generation computers | |  | d. | Fifth-generation computers |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. The current fifth-generation computers include parallel processing (computers containing hundreds or thousands of CPUs for rapid data processing), gallium arsenide chips that run at higher speeds and consume less power than silicon chips and optical technologies. | |  | b. | Incorrect. The current fifth-generation computers include parallel processing (computers containing hundreds or thousands of CPUs for rapid data processing), gallium arsenide chips that run at higher speeds and consume less power than silicon chips and optical technologies. | |  | c. | Incorrect. The current fifth-generation computers include parallel processing (computers containing hundreds or thousands of CPUs for rapid data processing), gallium arsenide chips that run at higher speeds and consume less power than silicon chips and optical technologies. | |  | d. | Correct. The current fifth-generation computers include parallel processing (computers containing hundreds or thousands of CPUs for rapid data processing), gallium arsenide chips that run at higher speeds and consume less power than silicon chips and optical technologies. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 51.  \_\_\_\_\_ bits equal one byte.   |  |  |  | | --- | --- | --- | |  | a. | Six | |  | b. | Eight | |  | c. | Thirty-two | |  | d. | Sixty-four |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. A bit is a single value of 0 or 1, and 8 bits equal 1 byte. A byte is the size of a character. | |  | b. | Correct. A bit is a single value of 0 or 1, and 8 bits equal 1 byte. A byte is the size of a character. | |  | c. | Incorrect. A bit is a single value of 0 or 1, and 8 bits equal 1 byte. A byte is the size of a character. | |  | d. | Incorrect. A bit is a single value of 0 or 1, and 8 bits equal 1 byte. A byte is the size of a character. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.3 - Analyze the impact of the three factors distinguishing the computing power of computers. | | *TOPICS:* | The Power of Computers | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 52.  \_\_\_\_\_ are compatible with the IBM System/360 line introduced in 1965.   |  |  |  | | --- | --- | --- | |  | a. | Minicomputers | |  | b. | Mainframe computers | |  | c. | Personal computers | |  | d. | Supercomputers |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Mainframe computers are compatible with the IBM System/360 line introduced in 1965. Systems that are not based on System/360 are referred to as "servers" or supercomputers. | |  | b. | Correct. Mainframe computers are compatible with the IBM System/360 line introduced in 1965. Systems that are not based on System/360 are referred to as "servers" or supercomputers. | |  | c. | Incorrect. Mainframe computers are compatible with the IBM System/360 line introduced in 1965. Systems that are not based on System/360 are referred to as "servers" or supercomputers. | |  | d. | Incorrect. Mainframe computers are compatible with the IBM System/360 line introduced in 1965. Systems that are not based on System/360 are referred to as "servers" or supercomputers. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 53.  A(n) \_\_\_\_\_ is a type of server that stores computer software, which users can access from their workstations.   |  |  |  | | --- | --- | --- | |  | a. | database server | |  | b. | Web server | |  | c. | application server | |  | d. | file server |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Application servers store computer software, which users can access from their workstations. A server is a computer and all the software for managing network resources and offering services to a network. | |  | b. | Incorrect. Application servers store computer software, which users can access from their workstations. A server is a computer and all the software for managing network resources and offering services to a network. | |  | c. | Correct. Application servers store computer software, which users can access from their workstations. A server is a computer and all the software for managing network resources and offering services to a network. | |  | d. | Incorrect. Application servers store computer software, which users can access from their workstations. A server is a computer and all the software for managing network resources and offering services to a network. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 54.  What type of software is Corel Quattro Pro considered?   |  |  |  | | --- | --- | --- | |  | a. | word-processing software | |  | b. | spreadsheet software | |  | c. | database software | |  | d. | desktop publishing software |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Corel Quattro Pro is an example of spreadsheet software. Microsoft Excel and IBM's Lotus 1-2-3 are among other examples. | |  | b. | Correct. Corel Quattro Pro is an example of spreadsheet software. Microsoft Excel and IBM's Lotus 1-2-3 are among other examples. | |  | c. | Incorrect. Corel Quattro Pro is an example of spreadsheet software. Microsoft Excel and IBM's Lotus 1-2-3 are among other examples. | |  | d. | Incorrect. Corel Quattro Pro is an example of spreadsheet software. Microsoft Excel and IBM's Lotus 1-2-3 are among other examples. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 55.  Microsoft PowerPoint is the most commonly used \_\_\_\_\_ software.   |  |  |  | | --- | --- | --- | |  | a. | desktop publishing | |  | b. | presentation | |  | c. | graphics | |  | d. | project management |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Microsoft PowerPoint is the most commonly used presentation software; other examples include Google Slides and Canva. Presentation software is used to create and deliver slide shows. | |  | b. | Correct. Microsoft PowerPoint is the most commonly used presentation software; other examples include Google Slides and Canva. Presentation software is used to create and deliver slide shows. | |  | c. | Incorrect. Microsoft PowerPoint is the most commonly used presentation software; other examples include Google Slides and Canva. Presentation software is used to create and deliver slide shows. | |  | d. | Incorrect. Microsoft PowerPoint is the most commonly used presentation software; other examples include Google Slides and Canva. Presentation software is used to create and deliver slide shows. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 56.  Codes written for one type of computer using \_\_\_\_\_ do not work on another type of computer.   |  |  |  | | --- | --- | --- | |  | a. | assembly language | |  | b. | structured query language | |  | c. | a fourth-generation language | |  | d. | a fifth-generation language |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Assembly language, the second generation of computer languages, is a higher-level language than machine language but is also machine dependent; hence, code written for one type of computer does not work on another type of computer. | |  | b. | Incorrect. Assembly language, the second generation of computer languages, is a higher-level language than machine language but is also machine dependent; hence, code written for one type of computer does not work on another type of computer. | |  | c. | Incorrect. Assembly language, the second generation of computer languages, is a higher-level language than machine language but is also machine dependent; hence, code written for one type of computer does not work on another type of computer. | |  | d. | Incorrect. Assembly language, the second generation of computer languages, is a higher-level language than machine language but is also machine dependent; hence, code written for one type of computer does not work on another type of computer. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 57.  Which statement best represents assembly language.   |  |  |  | | --- | --- | --- | |  | a. | It is more difficult than machine language to write programs for. | |  | b. | It uses a series of short codes, or mnemonics, to represent data or instructions. | |  | c. | It facilitates natural conversations between the user and the computer. | |  | d. | It is used primarily for Web development. |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Assembly language, the second generation of computer languages, is a higher-level language than machine language but is also machine dependent. It uses a series of short codes, or mnemonics, to represent data or instructions. For example, ADD and SUBTRACT are typical commands in assembly language. Writing programs in assembly language is easier than in machine language. | |  | b. | Correct. Assembly language, the second generation of computer languages, is a higher-level language than machine language but is also machine dependent. It uses a series of short codes, or mnemonics, to represent data or instructions. For example, ADD and SUBTRACT are typical commands in assembly language. Writing programs in assembly language is easier than in machine language. | |  | c. | Incorrect. Assembly language, the second generation of computer languages, is a higher-level language than machine language but is also machine dependent. It uses a series of short codes, or mnemonics, to represent data or instructions. For example, ADD and SUBTRACT are typical commands in assembly language. Writing programs in assembly language is easier than in machine language. | |  | d. | Incorrect. Assembly language, the second generation of computer languages, is a higher-level language than machine language but is also machine dependent. It uses a series of short codes, or mnemonics, to represent data or instructions. For example, ADD and SUBTRACT are typical commands in assembly language. Writing programs in assembly language is easier than in machine language. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 58.  \_\_\_\_\_\_ contain large-capacity hard drives and enable users to store files and applications for later retrieval.   |  |  |  | | --- | --- | --- | |  | a. | Application servers | |  | b. | Disk servers | |  | c. | File servers | |  | d. | Database servers |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Disk servers contain large-capacity hard drives and enable users to store files and applications for later retrieval. | |  | b. | Correct. Disk servers contain large-capacity hard drives and enable users to store files and applications for later retrieval. | |  | c. | Incorrect. Disk servers contain large-capacity hard drives and enable users to store files and applications for later retrieval. | |  | d. | Incorrect. Disk servers contain large-capacity hard drives and enable users to store files and applications for later retrieval. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 59.  In the context of the manufacturing industry, interpret how wearable devices may provide a possible benefit in the field.   |  |  |  | | --- | --- | --- | |  | a. | Improve employee safety by providing a hands-free work environment. | |  | b. | Ability to store more data than a personal computer. | |  | c. | Storage of Web pages for access over the Internet. | |  | d. | Magnetic tape backup. |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Wearable devices could be used to improve productivity. For example, in the manufacturing field, they might: Improve employee safety by providing a hands-free environment to work; improve employee monitoring by helping to keep track of what's going on; provide service support by helping employees to access online tools aiding in resolving issues faster; provide support for plant monitoring by offering warnings when a component fails; provide support for video applications by offering hands-free real-time video that can be saved and analyzed later. | |  | b. | Incorrect. Wearable devices could be used to improve productivity. For example, in the manufacturing field, they might: Improve employee safety by providing a hands-free environment to work; improve employee monitoring by helping to keep track of what's going on; provide service support by helping employees to access online tools aiding in resolving issues faster; provide support for plant monitoring by offering warnings when a component fails; provide support for video applications by offering hands-free real-time video that can be saved and analyzed later. | |  | c. | Incorrect. Wearable devices could be used to improve productivity. For example, in the manufacturing field, they might: Improve employee safety by providing a hands-free environment to work; improve employee monitoring by helping to keep track of what's going on; provide service support by helping employees to access online tools aiding in resolving issues faster; provide support for plant monitoring by offering warnings when a component fails; provide support for video applications by offering hands-free real-time video that can be saved and analyzed later. | |  | d. | Incorrect. Wearable devices could be used to improve productivity. For example, in the manufacturing field, they might: Improve employee safety by providing a hands-free environment to work; improve employee monitoring by helping to keep track of what's going on; provide service support by helping employees to access online tools aiding in resolving issues faster; provide support for plant monitoring by offering warnings when a component fails; provide support for video applications by offering hands-free real-time video that can be saved and analyzed later. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Apply | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 60.  Abstraction, inheritance, polymorphism, and encapsulation are four key principles of \_\_\_\_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | network-attached storage | |  | b. | machine language | |  | c. | fifth-generation languages | |  | d. | object-oriented programming |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of object-oriented programming (OOP). Abstraction is used to handle complexity by hiding unnecessary details from the user. Inheritance enables new objects to take on the properties of existing objects. Polymorphism is the ability to process objects differently depending on their data type or class. Encapsulation means grouping related items into a single unit. | |  | b. | Incorrect. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of object-oriented programming (OOP). Abstraction is used to handle complexity by hiding unnecessary details from the user. Inheritance enables new objects to take on the properties of existing objects. Polymorphism is the ability to process objects differently depending on their data type or class. Encapsulation means grouping related items into a single unit. | |  | c. | Incorrect. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of object-oriented programming (OOP). Abstraction is used to handle complexity by hiding unnecessary details from the user. Inheritance enables new objects to take on the properties of existing objects. Polymorphism is the ability to process objects differently depending on their data type or class. Encapsulation means grouping related items into a single unit. | |  | d. | Correct. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of object-oriented programming (OOP). Abstraction is used to handle complexity by hiding unnecessary details from the user. Inheritance enables new objects to take on the properties of existing objects. Polymorphism is the ability to process objects differently depending on their data type or class. Encapsulation means grouping related items into a single unit. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 61.  In object-oriented programming, which statement describes a class?   |  |  |  | | --- | --- | --- | |  | a. | An item that contains data and the procedures that read and manipulate it. | |  | b. | It defines the format of an object. | |  | c. | It uses a series of short codes to represent data or instructions. | |  | d. | It controls and prioritizes tasks performed by the CPU. |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. A class defines the format of the object and the action that it performs. | |  | b. | Correct. A class defines the format of the object and the action that it performs. | |  | c. | Incorrect. A class defines the format of the object and the action that it performs. | |  | d. | Incorrect. A class defines the format of the object and the action that it performs. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 62.  An item that contains both data and the procedures that read and manipulate it is called a(n) \_\_\_\_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | class | |  | b. | module | |  | c. | object | |  | d. | application |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. An object is an item that contains both data and the procedures that read and manipulate it. Examples include a person, an event, or a transaction. | |  | b. | Incorrect. An object is an item that contains both data and the procedures that read and manipulate it. Examples include a person, an event, or a transaction. | |  | c. | Correct. An object is an item that contains both data and the procedures that read and manipulate it. Examples include a person, an event, or a transaction. | |  | d. | Incorrect. An object is an item that contains both data and the procedures that read and manipulate it. Examples include a person, an event, or a transaction. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 63.  Identify the principle that is used to handle complexity by hiding unnecessary details from the user in object-oriented programming.   |  |  |  | | --- | --- | --- | |  | a. | Inheritance | |  | b. | Encapsulation | |  | c. | Abstraction | |  | d. | Polymorphism |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of OOP. Abstraction is used to handle complexity by hiding unnecessary details from the user. This principle looks at a problem from a higher level and then gets into detail in later stages of code development. | |  | b. | Incorrect. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of OOP. Abstraction is used to handle complexity by hiding unnecessary details from the user. This principle looks at a problem from a higher level and then gets into detail in later stages of code development. | |  | c. | Correct. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of OOP. Abstraction is used to handle complexity by hiding unnecessary details from the user. This principle looks at a problem from a higher level and then gets into detail in later stages of code development. | |  | d. | Incorrect. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of OOP. Abstraction is used to handle complexity by hiding unnecessary details from the user. This principle looks at a problem from a higher level and then gets into detail in later stages of code development. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 64.  Which object-oriented language is used to develop apps for macOS and iOS?   |  |  |  | | --- | --- | --- | |  | a. | Swift | |  | b. | C# | |  | c. | SQL | |  | d. | ActiveX |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and app development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | |  | b. | Incorrect. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and app development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | |  | c. | Incorrect. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and app development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | |  | d. | Incorrect. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and app development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 65.  The object-oriented programming language principle of inheritance is a feature that reduces application development time by allowing objects to inherit existing code rather than rewriting it.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of OOP. Inheritance enables new objects to take on the properties of existing objects. This feature reduces application development time by using existing codes. | | *Incorrect* | Incorrect. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of OOP. Inheritance enables new objects to take on the properties of existing objects. This feature reduces application development time by using existing codes. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 66.  When comparing the principles of Object-Oriented Programming: abstraction, inheritance, polymorphism and encapsulation; which one has the ability to process objects differently depending on their data type or class?   |  |  |  | | --- | --- | --- | |  | a. | Abstraction | |  | b. | Inheritance | |  | c. | Polymorphism | |  | d. | Encapsulation |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of OOP. Polymorphism is the ability to process objects differently depending on their data type or class. Encapsulation means grouping related items into a single unit. | |  | b. | Incorrect. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of OOP. Polymorphism is the ability to process objects differently depending on their data type or class. Encapsulation means grouping related items into a single unit. | |  | c. | Correct. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of OOP. Polymorphism is the ability to process objects differently depending on their data type or class. Encapsulation means grouping related items into a single unit. | |  | d. | Incorrect. Abstraction, inheritance, polymorphism, and encapsulation are four key principles of OOP. Polymorphism is the ability to process objects differently depending on their data type or class. Encapsulation means grouping related items into a single unit. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 67.  Object-oriented programming languages are not tailored to a specific OS or programming environment.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *FEEDBACK:* | |  |  | | --- | --- | | *Correct* | Correct. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and apps development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | | *Incorrect* | Incorrect. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and apps development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | True / False | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 68.  In the context of computer operations, which operation best describes multiplication?   |  |  |  | | --- | --- | --- | |  | a. | logic | |  | b. | retrieval | |  | c. | storage | |  | d. | arithmetic |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. Examples of arithmetic operations include: Addition, subtraction, multiplication, division, and exponentiation. | |  | b. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. Examples of arithmetic operations include: Addition, subtraction, multiplication, division, and exponentiation. | |  | c. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. Examples of arithmetic operations include: Addition, subtraction, multiplication, division, and exponentiation. | |  | d. | Correct. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. Examples of arithmetic operations include: Addition, subtraction, multiplication, division, and exponentiation. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations. | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 69.  In the context of computer operations, comparing two numbers is a(n) \_\_\_\_\_\_\_ operation.   |  |  |  | | --- | --- | --- | |  | a. | arithmetic | |  | b. | logical | |  | c. | storage | |  | d. | retrieval |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. This is an example of comparison operations. Computers can perform comparison operations by comparing two numbers. For example, a computer can compare x to y and determine which number is larger. | |  | b. | Correct. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. This is an example of comparison operations. Computers can perform comparison operations by comparing two numbers. For example, a computer can compare x to y and determine which number is larger. | |  | c. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. This is an example of comparison operations. Computers can perform comparison operations by comparing two numbers. For example, a computer can compare x to y and determine which number is larger. | |  | d. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. This is an example of comparison operations. Computers can perform comparison operations by comparing two numbers. For example, a computer can compare x to y and determine which number is larger. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations. | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 70.  Writing data to a hard drive is an example of a(n) \_\_\_\_\_\_\_\_ operation.   |  |  |  | | --- | --- | --- | |  | a. | arithmetic | |  | b. | storage | |  | c. | retrieval | |  | d. | logical |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Computers can store massive amounts of data in very small spaces and locate a particular item quickly. For example, you can store the text of more than 1 million books in a memory device about the size of your fist. | |  | b. | Correct. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Computers can store massive amounts of data in very small spaces and locate a particular item quickly. For example, you can store the text of more than 1 million books in a memory device about the size of your fist. | |  | c. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Computers can store massive amounts of data in very small spaces and locate a particular item quickly. For example, you can store the text of more than 1 million books in a memory device about the size of your fist. | |  | d. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Computers can store massive amounts of data in very small spaces and locate a particular item quickly. For example, you can store the text of more than 1 million books in a memory device about the size of your fist. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations. | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 71.  Obtaining the data of a video file from a flash drive is an example of \_\_\_\_\_\_\_\_\_ operation.   |  |  |  | | --- | --- | --- | |  | a. | exponentiation | |  | b. | storage | |  | c. | comparison | |  | d. | retrieval |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. During a game, your computer may have to retrieve your current score from memory and update it each time you earn or lose points. | |  | b. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. During a game, your computer may have to retrieve your current score from memory and update it each time you earn or lose points. | |  | c. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. During a game, your computer may have to retrieve your current score from memory and update it each time you earn or lose points. | |  | d. | Correct. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. During a game, your computer may have to retrieve your current score from memory and update it each time you earn or lose points. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations. | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 72. Which of the following is considered a basic task in the context of computer operations?   |  |  |  | | --- | --- | --- | |  | a. | Logical operations | |  | b. | Connecting to the Internet | |  | c. | Word processing | |  | d. | Natural language processing |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. | |  | b. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. | |  | c. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. | |  | d. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations. | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 73.  When considering the basic tasks of computers, which of the following is considered an arithmetic operation?   |  |  |  | | --- | --- | --- | |  | a. | Saving a file to a new location | |  | b. | Retrieving data, updating a value, and saving the updated data | |  | c. | Comparing x to y to determine which has a larger value | |  | d. | Subtracting 10 percent from a sales amount to apply a discount |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. Computers can add, subtract, multiply, divide, and raise numbers to a power (exponentiation). | |  | b. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. Computers can add, subtract, multiply, divide, and raise numbers to a power (exponentiation). | |  | c. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. Computers can add, subtract, multiply, divide, and raise numbers to a power (exponentiation). | |  | d. | Correct. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. Computers can add, subtract, multiply, divide, and raise numbers to a power (exponentiation). | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations. | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 74.  Select the option that best defends this statement: "Computer languages have changed through the five generations of computer hardware."   |  |  |  | | --- | --- | --- | |  | a. | While current computers are powerful enough to process natural language, first-generation computers could support only machine language. | |  | b. | Computer languages have changed as computer programmers have become more sophisticated. | |  | c. | Languages have changed as computers have evolved, but all languages still operate on all generations of computer hardware. | |  | d. | The lower the generation (first being "lowest"), the more sophisticated the language. |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Computer languages and software have also developed through five generations. First-generation computers used machine language only.  Each generation's language capabilities increased. Current (fifth generation) computers are powerful enough to handle natural languages. | |  | b. | Incorrect. Computer languages and software have also developed through five generations. First-generation computers used machine language only.  Each generation's language capabilities increased. Current (fifth generation) computers are powerful enough to handle natural languages. | |  | c. | Incorrect. Computer languages and software have also developed through five generations. First-generation computers used machine language only.  Each generation's language capabilities increased. Current (fifth generation) computers are powerful enough to handle natural languages. | |  | d. | Incorrect. Computer languages and software have also developed through five generations. First-generation computers used machine language only.  Each generation's language capabilities increased. Current (fifth generation) computers are powerful enough to handle natural languages. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 75.  To mark technological breakthroughs in the development of computer hardware, computers are often categorized into \_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | Generations | |  | b. | Color groups | |  | c. | Age groups | |  | d. | Peripheral divisions |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Major developments in hardware have taken place over the past 80 years. To make these developments clearer, computers are often categorized into "generations" that mark technological breakthroughs. | |  | b. | Incorrect. Major developments in hardware have taken place over the past 80 years. To make these developments clearer, computers are often categorized into "generations" that mark technological breakthroughs. | |  | c. | Incorrect. Major developments in hardware have taken place over the past 80 years. To make these developments clearer, computers are often categorized into "generations" that mark technological breakthroughs. | |  | d. | Incorrect. Major developments in hardware have taken place over the past 80 years. To make these developments clearer, computers are often categorized into "generations" that mark technological breakthroughs. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 76.  Why are optical technologies important?   |  |  |  | | --- | --- | --- | |  | a. | Optical technologies can improve processing speeds. | |  | b. | Optical technologies do not require electricity. | |  | c. | Since so much is already known about optical technology, it would provide a shortcut to the next generation of languages. | |  | d. | Using optical technology would eliminate the need for networking devices. |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Optical technologies offer faster processing speed, parallelism (several thousand light beams can pass through an ordinary device), and interconnection; much denser arrays of interconnections are possible because light rays do not affect each other. | |  | b. | Incorrect. Optical technologies offer faster processing speed, parallelism (several thousand light beams can pass through an ordinary device), and interconnection; much denser arrays of interconnections are possible because light rays do not affect each other. | |  | c. | Incorrect. Optical technologies offer faster processing speed, parallelism (several thousand light beams can pass through an ordinary device), and interconnection; much denser arrays of interconnections are possible because light rays do not affect each other. | |  | d. | Incorrect. Optical technologies offer faster processing speed, parallelism (several thousand light beams can pass through an ordinary device), and interconnection; much denser arrays of interconnections are possible because light rays do not affect each other. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 77.  A carbon nanotube (CNT) may provide next-generation memory for computers. Which of the following statements is NOT true with regard to CNTs?   |  |  |  | | --- | --- | --- | |  | a. | A CNT is durable. | |  | b. | CNTs are a few years away from widespread production. | |  | c. | A CNT is small and energy efficient. | |  | d. | CNTs use optical technology. |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. CNTs are relatively new technology and are a few years away from widespread production and adoption. Features include durability, high security, small size, and energy efficiency. Recently, a team of materials scientists successfully created a carbon nanotube transistor 25,000 times smaller than the width of a human hair. | |  | b. | Incorrect. CNTs are relatively new technology and are a few years away from widespread production and adoption. Features include durability, high security, small size, and energy efficiency. Recently, a team of materials scientists successfully created a carbon nanotube transistor 25,000 times smaller than the width of a human hair. | |  | c. | Incorrect. CNTs are relatively new technology and are a few years away from widespread production and adoption. Features include durability, high security, small size, and energy efficiency. Recently, a team of materials scientists successfully created a carbon nanotube transistor 25,000 times smaller than the width of a human hair. | |  | d. | Correct. CNTs are relatively new technology and are a few years away from widespread production and adoption. Features include durability, high security, small size, and energy efficiency. Recently, a team of materials scientists successfully created a carbon nanotube transistor 25,000 times smaller than the width of a human hair. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 78.  Which company has been an instrumental player in the development of computer technology over the past 60 years.   |  |  |  | | --- | --- | --- | |  | a. | Microsoft | |  | b. | Oracle | |  | c. | IBM | |  | d. | General Electric |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. From the development of transistors in 1957 until present-day work with optical computing, IBM has been an innovator in the world of computing technology. | |  | b. | Incorrect. From the development of transistors in 1957 until present-day work with optical computing, IBM has been an innovator in the world of computing technology. | |  | c. | Correct. From the development of transistors in 1957 until present-day work with optical computing, IBM has been an innovator in the world of computing technology. | |  | d. | Incorrect. From the development of transistors in 1957 until present-day work with optical computing, IBM has been an innovator in the world of computing technology. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.2 - Discuss the history of computer hardware and software. | | *TOPICS:* | The History of Computer Hardware and Software | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 79.  Which of the following is not a basic task in the context of computer operations?   |  |  |  | | --- | --- | --- | |  | a. | Logical operations | |  | b. | Arithmetic operations | |  | c. | Network operations | |  | d. | Storage operations |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. | |  | b. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. | |  | c. | Correct. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. | |  | d. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. All other tasks are performed using one or a combination of these operations. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations. | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 80.  When comparing the three basic tasks performed by computers, which of the following programs uses arithmetic operations, along with storage and retrieval?   |  |  |  | | --- | --- | --- | |  | a. | A sales program compares the sales values from two different products and displays the larger value on the screen. | |  | b. | A point-of-sale program reads data keyed in by a sales representative and saves it on a hard disk. | |  | c. | An engineering program allows a user to key in two numbers and does a variety of different calculations with those numbers. | |  | d. | An accounting program reads data from a flash drive, increases the sales values by 20%, and displays them on the screen before saving them back on the flash drive. |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Storage and retrieval require reading and writing to storage devices, which is being performed on the flash drive inserted into the computer. An Arithmetic operation is happening by increasing the sales value. | |  | b. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Storage and retrieval require reading and writing to storage devices, which is being performed on the flash drive inserted into the computer. An Arithmetic operation is happening by increasing the sales value. | |  | c. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Storage and retrieval require reading and writing to storage devices, which is being performed on the flash drive inserted into the computer. An Arithmetic operation is happening by increasing the sales value. | |  | d. | Correct. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Storage and retrieval require reading and writing to storage devices, which is being performed on the flash drive inserted into the computer. An Arithmetic operation is happening by increasing the sales value. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations. | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 81. Saving a new customer's name in the customer file is an example of a \_\_\_\_\_\_ operation.   |  |  |  | | --- | --- | --- | |  | a. | logical | |  | b. | retrieval | |  | c. | storage | |  | d. | arithmetic |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Computers can store massive amounts of data in very small spaces and locate a particular item quickly. | |  | b. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Computers can store massive amounts of data in very small spaces and locate a particular item quickly. | |  | c. | Correct. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Computers can store massive amounts of data in very small spaces and locate a particular item quickly. | |  | d. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Computers can store massive amounts of data in very small spaces and locate a particular item quickly. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations. | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 82.  Testing a value to see if it contains an "n" or "y" is an example of a \_\_\_\_\_\_ operation.   |  |  |  | | --- | --- | --- | |  | a. | logical | |  | b. | retrieval | |  | c. | storage | |  | d. | arithmetic |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Computers can perform logic operations by comparing two numbers or values. | |  | b. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Computers can perform logic operations by comparing two numbers or values. | |  | c. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Computers can perform logic operations by comparing two numbers or values. | |  | d. | Incorrect. Computers can perform three basic tasks: Arithmetic operations, logical operations, and storage and retrieval operations. Computers can perform logic operations by comparing two numbers or values. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations. | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 83.  What are three criteria used to classify computers?   |  |  |  | | --- | --- | --- | |  | a. | Cost, speed, external storage | |  | b. | Speed, cost, memory | |  | c. | Year developed, speed, cost | |  | d. | Memory, storage, manufacturer |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Computers are classified based on cost, memory,  speed, and sophistication. Using these criteria, computers are classified as subnotebooks, notebooks, personal computers, minicomputers, mainframes, or supercomputers. | |  | b. | Correct. Computers are classified based on cost, memory,  speed, and sophistication. Using these criteria, computers are classified as subnotebooks, notebooks, personal computers, minicomputers, mainframes, or supercomputers. | |  | c. | Incorrect. Computers are classified based on cost, memory,  speed, and sophistication. Using these criteria, computers are classified as subnotebooks, notebooks, personal computers, minicomputers, mainframes, or supercomputers. | |  | d. | Incorrect. Computers are classified based on cost, memory,  speed, and sophistication. Using these criteria, computers are classified as subnotebooks, notebooks, personal computers, minicomputers, mainframes, or supercomputers. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 84.  Your company owns and operates a mainframe computer. Which statement best represents your company's computer use?   |  |  |  | | --- | --- | --- | |  | a. | Space shuttle launch | |  | b. | Homework | |  | c. | Gaming | |  | d. | Business inventory tracking |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Applications for computers include anything from doing homework on a subnotebook or notebook computer to launching space shuttles using a supercomputer. Mainframe computers are often used for business systems. | |  | b. | Incorrect. Applications for computers include anything from doing homework on a subnotebook or notebook computer to launching space shuttles using a supercomputer. Mainframe computers are often used for business systems. | |  | c. | Incorrect. Applications for computers include anything from doing homework on a subnotebook or notebook computer to launching space shuttles using a supercomputer. Mainframe computers are often used for business systems. | |  | d. | Correct. Applications for computers include anything from doing homework on a subnotebook or notebook computer to launching space shuttles using a supercomputer. Mainframe computers are often used for business systems. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Apply | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 85.  Which of the following activities would not typically be performed using a tablet?   |  |  |  | | --- | --- | --- | |  | a. | A sales agent performs on-the-road sales presentations. | |  | b. | A teacher accesses a Windows application for grading. | |  | c. | A scientist works with DNA sequencing. | |  | d. | A real estate agent provides a visual home tour for a prospective client. |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Tablet users can browse the Web, read and send e-mail, share photos, watch HD videos, use applications, and much more by using a multitouch user interface. Crunching large volumes of data (DNA sequencing, for example) would require a supercomputer. | |  | b. | Incorrect. Tablet users can browse the Web, read and send e-mail, share photos, watch HD videos, use applications, and much more by using a multitouch user interface. Crunching large volumes of data (DNA sequencing, for example) would require a supercomputer. | |  | c. | Correct. Tablet users can browse the Web, read and send e-mail, share photos, watch HD videos, use applications, and much more by using a multitouch user interface. Crunching large volumes of data (DNA sequencing, for example) would require a supercomputer. | |  | d. | Incorrect. Tablet users can browse the Web, read and send e-mail, share photos, watch HD videos, use applications, and much more by using a multitouch user interface. Crunching large volumes of data (DNA sequencing, for example) would require a supercomputer. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Apply | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 86. What are some current trends in computing?   |  |  |  | | --- | --- | --- | |  | a. | Thinner and lighter laptops and tablets | |  | b. | Larger storage device cabinets | |  | c. | Elimination of servers | |  | d. | Less memory |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Current trends in input/output devices include thinner and lighter laptops and tablets, more and faster memory, widespread applications of wireless devices, and interactive computing applications using gesture, touch, and voice. | |  | b. | Incorrect. Current trends in input/output devices include thinner and lighter laptops and tablets, more and faster memory, widespread applications of wireless devices, and interactive computing applications using gesture, touch, and voice. | |  | c. | Incorrect. Current trends in input/output devices include thinner and lighter laptops and tablets, more and faster memory, widespread applications of wireless devices, and interactive computing applications using gesture, touch, and voice. | |  | d. | Incorrect. Current trends in input/output devices include thinner and lighter laptops and tablets, more and faster memory, widespread applications of wireless devices, and interactive computing applications using gesture, touch, and voice. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 87.  Which operating system component would be responsible for sending a document from a computer in one office to a printer in a different location?   |  |  |  | | --- | --- | --- | |  | a. | A control program | |  | b. | A supervisor program | |  | c. | A job management program | |  | d. | A database program |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. An OS is a set of programs for controlling and managing computer hardware and software. A typical OS consists of control programs and supervisor programs. Control programs manage computer hardware and resources. | |  | b. | Incorrect. An OS is a set of programs for controlling and managing computer hardware and software. A typical OS consists of control programs and supervisor programs. Control programs manage computer hardware and resources. | |  | c. | Incorrect. An OS is a set of programs for controlling and managing computer hardware and software. A typical OS consists of control programs and supervisor programs. Control programs manage computer hardware and resources. | |  | d. | Incorrect. An OS is a set of programs for controlling and managing computer hardware and software. A typical OS consists of control programs and supervisor programs. Control programs manage computer hardware and resources. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 88.  When the OS writes data to storage, it generates a value, called the \_\_\_\_\_\_\_, along with the data.   |  |  |  | | --- | --- | --- | |  | a. | digit | |  | b. | checksum | |  | c. | checkdigit | |  | d. | checkpoint |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Data integrity is controlled by generating checksums to verify that data has not been corrupted or changed. When the OS writes data to storage, it generates a value (the checksum) along with the data. | |  | b. | Correct. Data integrity is controlled by generating checksums to verify that data has not been corrupted or changed. When the OS writes data to storage, it generates a value (the checksum) along with the data. | |  | c. | Incorrect. Data integrity is controlled by generating checksums to verify that data has not been corrupted or changed. When the OS writes data to storage, it generates a value (the checksum) along with the data. | |  | d. | Incorrect. Data integrity is controlled by generating checksums to verify that data has not been corrupted or changed. When the OS writes data to storage, it generates a value (the checksum) along with the data. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 89. Traditional tools, such as T-squares, triangles, paper, and pencils have been replaced by \_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | computer-aided design (CAD) software | |  | b. | operating systems | |  | c. | spreadsheet software | |  | d. | accounting software |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Computer-aided design (CAD) software is used for drafting and design and has replaced traditional tools, such as T-squares, triangles, paper, and pencils. | |  | b. | Incorrect. Computer-aided design (CAD) software is used for drafting and design and has replaced traditional tools, such as T-squares, triangles, paper, and pencils. | |  | c. | Incorrect. Computer-aided design (CAD) software is used for drafting and design and has replaced traditional tools, such as T-squares, triangles, paper, and pencils. | |  | d. | Incorrect. Computer-aided design (CAD) software is used for drafting and design and has replaced traditional tools, such as T-squares, triangles, paper, and pencils. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 90.  Which of the following examples best illustrates the application of project management software?   |  |  |  | | --- | --- | --- | |  | a. | An accountant builds a spreadsheet for a project budget. | |  | b. | A manufacturing manager creates a mailing list of all employees on a project. | |  | c. | An architect designs a building addition for a new project. | |  | d. | An engineering manager arranges a schedule of activities to be completed throughout a project. |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. The goal of project management software is to help project managers keep time and budget under control by solving scheduling problems, planning and setting goals, and highlighting potential bottlenecks. | |  | b. | Incorrect. The goal of project management software is to help project managers keep time and budget under control by solving scheduling problems, planning and setting goals, and highlighting potential bottlenecks. | |  | c. | Incorrect. The goal of project management software is to help project managers keep time and budget under control by solving scheduling problems, planning and setting goals, and highlighting potential bottlenecks. | |  | d. | Correct. The goal of project management software is to help project managers keep time and budget under control by solving scheduling problems, planning and setting goals, and highlighting potential bottlenecks. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Apply | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 91.  A sophisticated newsletter could be created using \_\_\_\_\_ software.   |  |  |  | | --- | --- | --- | |  | a. | project management | |  | b. | computer-aided design | |  | c. | desktop publishing | |  | d. | financial/accounting |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Desktop publishing software is used to produce professional-quality documents, such as newsletters, brochures, training manuals, transparencies, posters, and even books, without expensive hardware and software. | |  | b. | Incorrect. Desktop publishing software is used to produce professional-quality documents, such as newsletters, brochures, training manuals, transparencies, posters, and even books, without expensive hardware and software. | |  | c. | Correct. Desktop publishing software is used to produce professional-quality documents, such as newsletters, brochures, training manuals, transparencies, posters, and even books, without expensive hardware and software. | |  | d. | Incorrect. Desktop publishing software is used to produce professional-quality documents, such as newsletters, brochures, training manuals, transparencies, posters, and even books, without expensive hardware and software. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 92.  Creating, deleting, modifying, searching, sorting, and joining data requires \_\_\_\_\_\_ software.   |  |  |  | | --- | --- | --- | |  | a. | database | |  | b. | spreadsheet | |  | c. | word processing | |  | d. | financial/accounting |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Database software is designed to perform operations such as creating, deleting, modifying, searching, sorting, and joining data. A database is essentially a collection of tables consisting of rows and columns. | |  | b. | Incorrect. Database software is designed to perform operations such as creating, deleting, modifying, searching, sorting, and joining data. A database is essentially a collection of tables consisting of rows and columns. | |  | c. | Incorrect. Database software is designed to perform operations such as creating, deleting, modifying, searching, sorting, and joining data. A database is essentially a collection of tables consisting of rows and columns. | |  | d. | Incorrect. Database software is designed to perform operations such as creating, deleting, modifying, searching, sorting, and joining data. A database is essentially a collection of tables consisting of rows and columns. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 93.  Which type of software would be used to write a letter, check the spelling and grammar, and e-mail it to hundreds of customers?   |  |  |  | | --- | --- | --- | |  | a. | database | |  | b. | spreadsheet | |  | c. | word processing | |  | d. | desktop publishing |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Word-processing software saves time, particularly for repetitive tasks, such as sending the same letter to hundreds of customers. Most word-processing software offers spell checkers and grammar checkers. | |  | b. | Incorrect. Word-processing software saves time, particularly for repetitive tasks, such as sending the same letter to hundreds of customers. Most word-processing software offers spell checkers and grammar checkers. | |  | c. | Correct. Word-processing software saves time, particularly for repetitive tasks, such as sending the same letter to hundreds of customers. Most word-processing software offers spell checkers and grammar checkers. | |  | d. | Word-processing software saves time, particularly for repetitive tasks, such as sending the same letter to hundreds of customers. Most word-processing software offers spell checkers and grammar checkers. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 94.  Microsoft SQL Server is an example of \_\_\_\_ software.   |  |  |  | | --- | --- | --- | |  | a. | database | |  | b. | spreadsheet | |  | c. | word processing | |  | d. | presentation |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Database software makes accessing and working with data faster and more efficient. High-end database software used in large enterprises includes Oracle, IBM DB2, and Microsoft SQL Server. | |  | b. | Incorrect. Database software makes accessing and working with data faster and more efficient. High-end database software used in large enterprises includes Oracle, IBM DB2, and Microsoft SQL Server. | |  | c. | Incorrect. Database software makes accessing and working with data faster and more efficient. High-end database software used in large enterprises includes Oracle, IBM DB2, and Microsoft SQL Server. | |  | d. | Incorrect. Database software makes accessing and working with data faster and more efficient. High-end database software used in large enterprises includes Oracle, IBM DB2, and Microsoft SQL Server. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 95.  If a program does not require separate documentation, it is written in what language?   |  |  |  | | --- | --- | --- | |  | a. | Assembler | |  | b. | JavaScript | |  | c. | SQL | |  | d. | machine language |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Java, C++, and VB.NET are examples of high-level languages. High-level languages are more like English, so they are self-documenting, meaning that you can usually understand the programs without needing additional documentation. | |  | b. | Correct. Java, C++, and VB.NET are examples of high-level languages. High-level languages are more like English, so they are self-documenting, meaning that you can usually understand the programs without needing additional documentation. | |  | c. | Incorrect. Java, C++, and VB.NET are examples of high-level languages. High-level languages are more like English, so they are self-documenting, meaning that you can usually understand the programs without needing additional documentation. | |  | d. | Incorrect. Java, C++, and VB.NET are examples of high-level languages. High-level languages are more like English, so they are self-documenting, meaning that you can usually understand the programs without needing additional documentation. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 96.  Visual programming is an example of a technology used in \_\_\_\_ languages.   |  |  |  | | --- | --- | --- | |  | a. | assembly | |  | b. | high-level | |  | c. | fifth-generation | |  | d. | fourth-generation |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Fifth-generation languages (5GLs) use some artificial intelligence technologies such as knowledge-based systems, natural language processing (NLP), visual programming, and a graphical approach to programming. | |  | b. | Incorrect. Fifth-generation languages (5GLs) use some artificial intelligence technologies such as knowledge-based systems, natural language processing (NLP), visual programming, and a graphical approach to programming. | |  | c. | Correct. Fifth-generation languages (5GLs) use some artificial intelligence technologies such as knowledge-based systems, natural language processing (NLP), visual programming, and a graphical approach to programming. | |  | d. | Incorrect. Fifth-generation languages (5GLs) use some artificial intelligence technologies such as knowledge-based systems, natural language processing (NLP), visual programming, and a graphical approach to programming. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 97.  Which of the following is the most important web development language?   |  |  |  | | --- | --- | --- | |  | a. | C++ | |  | b. | HTML | |  | c. | JAVA | |  | d. | Visual Basic |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. The most important Web development languages are Hypertext Markup Language (HTML) and eXtensible Markup Language (XML). Both languages are markup languages, not full-featured programming languages. | |  | b. | Correct. The most important Web development languages are Hypertext Markup Language (HTML) and eXtensible Markup Language (XML). Both languages are markup languages, not full-featured programming languages. | |  | c. | Incorrect. The most important Web development languages are Hypertext Markup Language (HTML) and eXtensible Markup Language (XML). Both languages are markup languages, not full-featured programming languages. | |  | d. | Incorrect. The most important Web development languages are Hypertext Markup Language (HTML) and eXtensible Markup Language (XML). Both languages are markup languages, not full-featured programming languages. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 98.  Which of the following was the earliest language used on computers?   |  |  |  | | --- | --- | --- | |  | a. | assembly language | |  | b. | high-level languages | |  | c. | machine language | |  | d. | compiler languages |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Computer languages have developed through four generations, and the fifth generation is currently being developed. The first generation of computer languages was machine language. | |  | b. | Incorrect. Computer languages have developed through four generations, and the fifth generation is currently being developed. The first generation of computer languages was machine language. | |  | c. | Correct. Computer languages have developed through four generations, and the fifth generation is currently being developed. The first generation of computer languages was machine language. | |  | d. | Incorrect. Computer languages have developed through four generations, and the fifth generation is currently being developed. The first generation of computer languages was machine language. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 99.  Which is an example of an object-oriented language?   |  |  |  | | --- | --- | --- | |  | a. | Swift | |  | b. | C# | |  | c. | SQL | |  | d. | ActiveX |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and app development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | |  | b. | Incorrect. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and app development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | |  | c. | Incorrect. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and app development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | |  | d. | Incorrect. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and app development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 100.  Why is problem-solving more effective when using an object-oriented programming language?   |  |  |  | | --- | --- | --- | |  | a. | A problem can be broken down and isolated at the module level. | |  | b. | Debugging is not necessary in object-oriented programming. | |  | c. | Extra programming tools are available to solve problems without a programmer's participation. | |  | d. | Object-oriented languages can only be used for simple and basic programs. |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. OOP languages allow the programmer to break down a program into small problems that a programmer can solve one module or one object at a time. | |  | b. | Incorrect. OOP languages allow the programmer to break down a program into small problems that a programmer can solve one module or one object at a time. | |  | c. | Incorrect. OOP languages allow the programmer to break down a program into small problems that a programmer can solve one module or one object at a time. | |  | d. | Incorrect. OOP languages allow the programmer to break down a program into small problems that a programmer can solve one module or one object at a time. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 101.  The object-oriented language used most often for cross-platform app development is \_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | Swift | |  | b. | C# | |  | c. | Java | |  | d. | JavaScript |  |  |  | | --- | --- | | *ANSWER:* | c | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and app development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | |  | b. | Incorrect. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and app development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | |  | c. | Correct. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and app development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | |  | d. | Incorrect. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and app development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 102.  The object-oriented language used most often for Windows app development is \_\_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | Swift | |  | b. | C# | |  | c. | SQL | |  | d. | Assembler |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and apps development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | |  | b. | Correct. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and apps development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | |  | c. | Incorrect. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and apps development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | |  | d. | Incorrect. Each OOP is tailored to a specific OS and programming environment. For example, Swift is mostly used for programming environment and apps development for macOS and iOS; C#, developed by Microsoft, is mostly used for Windows apps and the Windows programming environment; and Java is used for cross-platform development. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 103.  Ruby is one of the most popular \_\_\_\_\_ languages in use today.   |  |  |  | | --- | --- | --- | |  | a. | assembler | |  | b. | compiler | |  | c. | machine | |  | d. | object-oriented |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. Most popular programming languages in use today, such as Java, Ruby, Swift, C#, and Visual Basic, are based on a methodology called object-oriented programming (OOP). | |  | b. | Incorrect. Most popular programming languages in use today, such as Java, Ruby, Swift, C#, and Visual Basic, are based on a methodology called object-oriented programming (OOP). | |  | c. | Incorrect. Most popular programming languages in use today, such as Java, Ruby, Swift, C#, and Visual Basic, are based on a methodology called object-oriented programming (OOP). | |  | d. | Correct. Most popular programming languages in use today, such as Java, Ruby, Swift, C#, and Visual Basic, are based on a methodology called object-oriented programming (OOP). | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Remember | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 104.  Key features resulting in the increasing popularity of object-oriented programming are \_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | simplicity and adaptability | |  | b. | low cost and manageability | |  | c. | easier database access and low-cost | |  | d. | adaptability and translated into many languages |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. An OOP language is organized around a system of objects that represent the real world, as opposed to a series of computational steps used in traditional languages. Simplicity and adaptability are among the key features of OOP. | |  | b. | Incorrect. An OOP language is organized around a system of objects that represent the real world, as opposed to a series of computational steps used in traditional languages. Simplicity and adaptability are among the key features of OOP. | |  | c. | Incorrect. An OOP language is organized around a system of objects that represent the real world, as opposed to a series of computational steps used in traditional languages. Simplicity and adaptability are among the key features of OOP. | |  | d. | Incorrect. An OOP language is organized around a system of objects that represent the real world, as opposed to a series of computational steps used in traditional languages. Simplicity and adaptability are among the key features of OOP. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 105.  In the context of object-oriented programming, which of the following statements shows an example of a class?   |  |  |  | | --- | --- | --- | |  | a. | Animal | |  | b. | Fluffy | |  | c. | Female | |  | d. | Vaccinated |  |  |  | | --- | --- | | *ANSWER:* | a | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Correct. A class defines the format of the object and the action that it performs. An animal is an example of a class that may include several different species and breeds. | |  | b. | Incorrect. A class defines the format of the object and the action that it performs. An animal is an example of a class that may include several different species and breeds. | |  | c. | Incorrect. A class defines the format of the object and the action that it performs. An animal is an example of a class that may include several different species and breeds. | |  | d. | Incorrect. A class defines the format of the object and the action that it performs. An animal is an example of a class that may include several different species and breeds. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 106.  In the context of object-oriented programming, which example best applies the theory of modularity?   |  |  |  | | --- | --- | --- | |  | a. | The instructions in any module can successfully run even when other modules contain errors. | |  | b. | All classes in the object-oriented program include the same number of lines of code. | |  | c. | The code module in the object-oriented program matches a module from the database to ensure accurate data retrieval. | |  | d. | A new feature can be added as a new module without affecting existing modules. |  |  |  | | --- | --- | | *ANSWER:* | d | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. The concept of modularity means that code is written for specific and self-contained modules. This makes it easier to write code, modify it, and troubleshoot it. New features can easily be added as new modules without any impact on existing modules. | |  | b. | Incorrect. The concept of modularity means that code is written for specific and self-contained modules. This makes it easier to write code, modify it, and troubleshoot it. New features can easily be added as new modules without any impact on existing modules. | |  | c. | Incorrect. The concept of modularity means that code is written for specific and self-contained modules. This makes it easier to write code, modify it, and troubleshoot it. New features can easily be added as new modules without any impact on existing modules. | |  | d. | Correct. The concept of modularity means that code is written for specific and self-contained modules. This makes it easier to write code, modify it, and troubleshoot it. New features can easily be added as new modules without any impact on existing modules. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 107.  Which advantage would a programmer experience when using an object-oriented programming language?   |  |  |  | | --- | --- | --- | |  | a. | Fewer data would be dealt with because it is stored in objects rather than a database. | |  | b. | The amount of code required would be reduced. | |  | c. | The languages used in object-oriented programming are 5th generation languages. | |  | d. | Object-oriented languages can be used for web development, whereas others cannot. |  |  |  | | --- | --- | | *ANSWER:* | b | | *FEEDBACK:* | |  |  |  | | --- | --- | --- | |  | a. | Incorrect. The ability to reuse code for other purposes reduces the amount of code required. Code written for one object can be easily modified by maintaining the major parts and applying them to another object. | |  | b. | Correct. The ability to reuse code for other purposes reduces the amount of code required. Code written for one object can be easily modified by maintaining the major parts and applying them to another object. | |  | c. | Incorrect. The ability to reuse code for other purposes reduces the amount of code required. Code written for one object can be easily modified by maintaining the major parts and applying them to another object. | |  | d. | Incorrect. The ability to reuse code for other purposes reduces the amount of code required. Code written for one object can be easily modified by maintaining the major parts and applying them to another object. | | | *POINTS:* | 1 | | *QUESTION TYPE:* | Multiple Choice | | *HAS VARIABLES:* | False | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 108.  Provide examples of how computer speed is measured.   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | Typically, computer speed is measured as the number of instructions performed during the following fractions of a second: a. Millisecond: 1/1,000 of a second b. Microsecond: 1/1,000,000 of a second c. Nanosecond: 1/1,000,000,000 of a second d. Picosecond: 1/1,000,000,000,000 of a second | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.3 - Analyze the impact of the three factors distinguishing the computing power of computers. | | *TOPICS:* | The Power of Computers | | *KEYWORDS:* | Bloom's: Apply | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 109.  Explain how data is stored in a computer by comparing bits and bytes   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | Computers can store vast quantities of data and locate a specific item quickly, which makes knowledge workers more efficient in performing their jobs. In computers, data is stored in bits. A bit is a single value of 0 or 1, and 8 bits equal 1 byte. A byte is the size of a character. For example, the word computer consists of 8 characters or 8 bytes (64 bits). Every character, number, or symbol on the keyboard is represented as a binary number in computer memory. A binary system consists of 0s and 1s, with a 1 representing "on" and a 0 representing "off," similar to a light switch. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.3 - Analyze the impact of the three factors distinguishing the computing power of computers. | | *TOPICS:* | The Power of Computers | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 110.  Explain the three basic tasks computers perform by providing examples.   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | Computers can perform three basic tasks: arithmetic operations, logical operations, and storage and retrieval operations. Computers can add, subtract, multiply, divide, and raise numbers to a power (exponentiation), as shown in these examples: A + B (addition): 5 + 7 = 12A - B (subtraction): 5 - 2 = 3A \* B (multiplication): 5 \* 2 = 10A / B (division): 5 / 2 = 2.5A ^ B (exponentiation): 5 ^ 2 = 25. Computers can perform comparison operations by comparing two numbers. For example, a computer can compare x to y and determine which number is larger. Computers can store massive amounts of data in very small spaces and locate a particular item quickly. For example, a person can store the text of more than one million books in a memory device about the size of his or her fist. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.4 - Summarize the three basic computer operations. | | *TOPICS:* | Computer Operations | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 111.  What is the significance of RAM?   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | The most common type of main memory is a semiconductor memory chip made of silicon. A semiconductor memory device can be volatile or nonvolatile. Volatile memory is called random access memory (RAM), although you could think of it as "read-write memory." In other words, data can be read from and written to RAM. Some examples of information stored in RAM include open files, the Clipboard's contents, running programs, etc. A special type of RAM, called cache RAM, resides on the processor. Because memory access from main RAM storage generally takes several clock cycles (a few nanoseconds), cache RAM stores recently accessed memory, so the processor is not waiting for the memory transfer. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.5 - Discuss the types of input, output, and memory devices. | | *TOPICS:* | Input, Output, and Memory Devices | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 112.  Compare the main types of secondary memory devices.   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | There are several types of secondary memory devices: Magnetic disk: A magnetic disk, made of Mylar or metal, is used for random-access processing. In other words, data can be accessed in any order, regardless of its order on the surface. Magnetic disks are much faster but more expensive than tape devices. Magnetic tape: Magnetic tape, made of plastic material, resembles a cassette tape and stores data sequentially. Records can be stored in a block or separately, with a gap between each record or block, called the interrecord gap (IRG). Magnetic tape is sometimes used for storing backups, although other media are more common now. Optical disc: Optical discs use laser beams to access and store data. Optical technology can store vast amounts of data and is durable. Three common types of optical storage are CD-ROMs, WORM discs, and DVDs. Other secondary memory devices include hard disks, USB flash drives, and memory cards. Hard disks come in various sizes and can be internal or external, and their costs have been decreasing steadily. Memory sticks have become popular because of their small size, high storage capacity, and decreasing cost. Flash memory is nonvolatile memory that can be electronically erased and reprogrammed. It is used mostly in memory cards and USB flash drives for storing and transferring data between computers and other devices. Another type of memory device that is gaining popularity is the solid-state drive (SSD). With SSDs, similar to a memory stick, there are no moving parts. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.5 - Discuss the types of input, output, and memory devices. | | *TOPICS:* | Input, Output, and Memory Devices | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 113.  Describe flash memory.   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | Flash memory is nonvolatile memory that can be electronically erased and reprogrammed. It is used mostly in memory cards and USB flash drives for storing and transferring data between computers and other devices. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.5 - Discuss the types of input, output, and memory devices. | | *TOPICS:* | Input, Output, and Memory Devices | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 114.  Explain how a redundant array of independent disks (RAID) provides fault tolerance and improves performance.   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | A RAID system is a collection of disk drives used for fault tolerance and improved performance, and it is typically found in large network systems. With RAID, data can be stored in multiple places to improve the system's reliability. In other words, if one disk in the array fails, data is not lost. In some RAID configurations, sequences of data can be read from multiple disks simultaneously, which improves performance. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.5 - Discuss the types of input, output, and memory devices. | | *TOPICS:* | Input, Output, and Memory Devices | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 115.  Explain the different classes of computers.   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | Usually, computers are classified based on cost, amount of memory, speed, and sophistication. Using these criteria, computers are classified as subnotebooks, notebooks, personal computers, minicomputers, mainframes, or supercomputers. Supercomputers are the most powerful; they also have the highest storage capabilities and the highest price. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 116.  Explain the difference between fax servers, file servers, and mail servers.   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | A server is a computer and all the software for managing network resources and offering services to a network. a. Fax servers: Fax servers contain software and hardware components that enable users to send and receive faxes. b. File servers: File servers contain large-capacity hard drives for storing and retrieving data files. c. Mail servers: Mail servers are configured for sending, receiving, and storing emails. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.6 - Explain how computers are classified and their business applications. | | *TOPICS:* | Classes of Computers | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 117.  Compare and contrast the two major types of computer software.   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | Software can be classified broadly as system software and application software. For example, system software such as Microsoft Windows is the operating system for most PCs. This type of software works in the background and takes care of housekeeping tasks, such as deleting files that are no longer needed. Application software is used to perform specialized tasks. Microsoft Excel, for example, is used for spreadsheet analysis and number-crunching tasks. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 118.  You are assigned the task of performing many types of financial analyses on large amounts of data. Would you use financial planning software or spreadsheets? Defend your choice.   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | Financial planning software, which is more powerful than spreadsheet software, is capable of performing many types of analysis on large amounts of data. These analyses include present value, future value, rate of return, cash flow, depreciation, retirement planning, and budgeting. A widely used financial planning package is Intuit Quicken. Using this package, you can plan and analyze all kinds of financial scenarios. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.7 - Apply knowledge of two major types of software and their use in a business setting. | | *TOPICS:* | What Is Software? | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 119.  Compare assembly language to machine language.   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | Assembly language is the second generation of computer languages. It is a higher-level language than machine language but is also machine dependent. It uses a series of short codes, or mnemonics, to represent data or instructions. For example, ADD and SUBTRACT are typical commands in assembly language. Writing programs in assembly language is easier than in machine language. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 120. Examine fifth-generation languages (5GLs). What are they, and how are they applied in today's world?   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | Fifth-generation languages (5GLs) use artificial intelligence technologies, such as knowledge-based systems, natural language processing, visual programming, and a graphical approach to programming. Codes are automatically generated and designed to make the computer solve a given problem without a programmer or with minimum programming effort. These languages are designed to facilitate natural conversations between a user and the computer. Imagine that the user could ask his or her computer, "What product generated the most sales last year?" The computer, equipped with a voice synthesizer, could respond, "Product X." Dragon NaturallySpeaking Solutions is an example of NLP. Research continues in this field because of the promising results so far. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.8 - List the five generations of computer languages. | | *TOPICS:* | Computer Languages | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 121.  In the context of object-oriented programming, discuss how objects and classes are related.   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | An object is an item that contains both data and the procedures that read and manipulate it. Examples include a person, an event, or a transaction. A class defines the format of the object and the action that it performs. For example, an automobile is an example of a class that may include several different makes and models. Consider BMW as a make and the 3, 4, 5, 6, and 7 series as a model. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Analyze | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |

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| 122.  List and describe the application of the four key principles of OOP.   |  |  | | --- | --- | | *ANSWER:* | See the 'Rationale' field for sample responses. | | *RATIONALE:* | 1. Abstraction is used to handle complexity by hiding unnecessary details from the user. This principle looks at a problem from a higher level and then gets into detail in later stages of code development. 2. Inheritance enables new objects to take on the properties of existing objects. This feature reduces application development time by using existing code. 3. Polymorphism is the ability to process objects differently depending on their data type or class. For example, this technique enables a programmer to define different shapes, such as circles, rectangles, and triangles from a base class shape. 4. Encapsulation means grouping related items into a single unit. This helps programmers handle more complex data types, such as images and graphs. | | *POINTS:* | 1 | | *QUESTION TYPE:* | Essay | | *HAS VARIABLES:* | False | | *STUDENT ENTRY MODE:* | Basic | | *LEARNING OBJECTIVES:* | Bidg.MIS11e.24.2.9 - Define object-oriented programming. | | *TOPICS:* | Object-Oriented Programming | | *KEYWORDS:* | Bloom's: Understand | | *DATE CREATED:* | 10/27/2022 9:15 PM | | *DATE MODIFIED:* | 10/27/2022 9:15 PM | |