|  |
| --- |
| **True / False** |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1. First-generation computers contained many components still in use today.​   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 1-2 Review a Brief History of Computers | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 2. Toner is a fine powder that is sealed when heated on the page.​   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 1-11 Define Output Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 3. Processor performance is determined in part by the number of cores, or processor units, on a CPU.​   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 1-13 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 4. The RAM chip is attached to the motherboard and contains the BIOS.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 1-17 Describe Computer Memory | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5. A stylus is more powerful than a digital pen because it can include an electronic eraser or programmable buttons.​   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 1-6 Define Input Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 6. A gamepad is a handheld console with buttons and other input mechanisms you typically press with your thumbs to play a game.​   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 1-7 Define Input Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 7. Biometric technology analyzes a person's unique physical characteristics to confirm identity and grant access to computer systems.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 1-8 Define Input Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 8. A scanner creates hard copy output on paper, film, photo paper, and other media.​   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 1-7 Define Input Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 9. Plotters, sometimes referred to as data or video plotters, let you display computer output on a wall.​   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 1-11 Define Output Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 10. Many videos include the option to turn on subtitles, or closed captions so that users can watch the action on screen and read what is being said in the voice-over.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 1-12 Define Output Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 11. The motherboard is the main circuit board that houses much of a computer's electronics.​   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 1-13 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 12. Solid state storage uses spinning disc technology.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 1-18 Store Digital Data | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 13. Optical media include CDs, DVDs, and Blu-ray discs (BDs).   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 1-19 Store Digital Data | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 14. Computer memory holds data and programs as they are being processed by the hard drive.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 1-16 Describe Computer Memory | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 15. The binary number system consists of only two digits: 0 and 1.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 1-15 Describe How Computers Represent Data | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 16. Two of the most important parts of the CPU are the control unit and the algorithm loop unifier (ALU).   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 1-14 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 17. A multicore processor is generally slower and less powerful than a single core processor.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 1-14 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 18. Display devices labeled 1080p or 1080i show images and video in high definition (HD), which has a resolution of 1920 × 1080.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 1-11 Define Output Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 19. Untraditional display devices include wearable goggles, also called head-mounted displays (HMDs).   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | True | | *POINTS:* | 1 | | *REFERENCES:* | 1-10 Define Output Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 20. Any finger motion you perform is called a swipe.   |  |  |  | | --- | --- | --- | |  | a. | True | |  | b. | False |  |  |  | | --- | --- | | *ANSWER:* | False | | *POINTS:* | 1 | | *REFERENCES:* | 1-9 Use Pointing Devices | |

|  |
| --- |
| **Multiple Choice** |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 21. The earliest calculators were manual counting devices, such as the \_\_\_\_.​   |  |  |  | | --- | --- | --- | |  | a. | ​abacus | |  | b. | ​slide rule | |  | c. | ​control unit | |  | d. | ​Analytical Engine |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-2 Review a Brief History of Computers | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 22. \_\_\_\_-generation computers used vacuum tubes, cylindrical tubes that controlled the flow of electrons.​   |  |  |  | | --- | --- | --- | |  | a. | ​First | |  | b. | ​Second | |  | c. | ​Third​ | |  | d. | Fourth |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-2 Review a Brief History of Computers | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 23. In 1971, Ted Hoff made computer technology faster, smaller, and less expensive via the deployment of yhe \_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | transistor | |  | b. | integrated circuit | |  | c. | microprocessor | |  | d. | hard drive |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 1-2 Review a Brief History of Computers | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 24. The \_\_\_\_ contains most of the electronic circuitry in the computer.​   |  |  |  | | --- | --- | --- | |  | a. | ​monitor | |  | b. | EEPROM | |  | c. | ​SRAM | |  | d. | ​system unit |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 1-3 Describe Types of Computers | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 25. ​A \_\_\_\_ is a pointing device with a ball anchored inside a casing.   |  |  |  | | --- | --- | --- | |  | a. | ​stylus | |  | b. | ​trackball | |  | c. | ​touchpad | |  | d. | ​scroll wheel |  |  |  | | --- | --- | | *ANSWER:* | b | | *POINTS:* | 1 | | *REFERENCES:* | 1-6 Define Input Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 26.  A \_\_\_\_ is a visual display that responds to the touch your finger, hand, stylus, or digital pen to enter data and commands.   |  |  |  | | --- | --- | --- | |  | a. | touchpad | |  | b. | platter | |  | c. | touch screen | |  | d. | touch screen |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 1-6 Define Input Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 27. An input device called a(n) \_\_\_\_ reads and captures information on a physical page and then creates an image file.   |  |  |  | | --- | --- | --- | |  | a. | processor | |  | b. | scanner | |  | c. | optical mouse | |  | d. | text-to-speech unit |  |  |  | | --- | --- | | *ANSWER:* | b | | *POINTS:* | 1 | | *REFERENCES:* | 1-7 Define Input Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 28. \_\_\_\_ accepts voice input and interprets it as computer commands.   |  |  |  | | --- | --- | --- | |  | a. | Voice recognition | |  | b. | A scanner | |  | c. | A biometric device | |  | d. | The register |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-7 Define Input Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 29. A \_\_\_\_ is a vertical stick or lever that pivots in a 360-degree range of motion.​   |  |  |  | | --- | --- | --- | |  | a. | ​plotter | |  | b. | ​joystick | |  | c. | ​stylus | |  | d. | ​digital pen |  |  |  | | --- | --- | | *ANSWER:* | b | | *POINTS:* | 1 | | *REFERENCES:* | 1-7 Define Input Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 30. A \_\_\_\_ input device is a data-collection machine that creates a digital imprint of a physical characteristc, and then transfers that information to a host system for review.​   |  |  |  | | --- | --- | --- | |  | a. | ​touchpad | |  | b. | ​cloud storage | |  | c. | ​nonvolatile | |  | d. | ​biometric |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 1-8 Define Input Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 31. The \_\_\_\_ keypad lets you move around a document and scroll up and down.​   |  |  |  | | --- | --- | --- | |  | a. | ​navigation | |  | b. | ​numeric | |  | c. | function | |  | d. | ​media control |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-8 Define Input Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 32. \_\_\_\_ control keys let you control the playback of digital music or video; they might also include keys for controlling the volume and screen brightness.  Function   |  |  |  | | --- | --- | --- | |  | a. | Internet | |  | b. | Navigation | |  | c. | Media | |  | d. | Function |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 1-8 Define Input Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 33. ​Using a pointing device to move an object on the screen is called \_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | ​dragging | |  | b. | ​pointing | |  | c. | ​dropping | |  | d. | ​scanning |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-9 Use Pointing Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 34. Touch and release an object two times to complete the \_\_\_\_ gesture.   |  |  |  | | --- | --- | --- | |  | a. | pinch | |  | b. | stretch | |  | c. | double-tap | |  | d. | press-and-hold |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 1-10 Use Pointing Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 35. Move two fingers together to complete the \_\_\_\_ gesture.​   |  |  |  | | --- | --- | --- | |  | a. | ​swipe | |  | b. | ​drag | |  | c. | ​stretch | |  | d. | ​pinch |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 1-10 Use Pointing Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 36. Touch and hold an object and then move it with a fingertip to complete the \_\_\_\_ gesture.​   |  |  |  | | --- | --- | --- | |  | a. | ​drag | |  | b. | ​swipe | |  | c. | ​double-tap | |  | d. | ​pinch |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-10 Use Pointing Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 37. Most flat panel monitors use either LCD or \_\_\_ technology.​   |  |  |  | | --- | --- | --- | |  | a. | ​LDC | |  | b. | ​LTD | |  | c. | ​LED | |  | d. | ​LYD |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 1-11 Define Output Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 38. LCD stands for \_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | ​Level 2 Cache Display | |  | b. | ​Light Crystal Display | |  | c. | ​Liquid Circuit Display | |  | d. | ​Liquid Crystal Display |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 1-11 Define Output Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 39. ​Some large-format printers called \_\_\_\_ use charged wires to produce high-quality drawings for professional applications.   |  |  |  | | --- | --- | --- | |  | a. | ​laser printers | |  | b. | ​scanners | |  | c. | ​mobile printers | |  | d. | ​plotters |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 1-11 Define Output Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 40. \_\_\_\_ cables transfer uncompressed video data and digital audio data among compliant devices.​   |  |  |  | | --- | --- | --- | |  | a. | ​HDMI | |  | b. | ​SSD | |  | c. | ​EEPROM | |  | d. | ​LCD |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-13 Define Output Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 41. A \_\_\_\_ is an audio output device that converts text to speech.​   |  |  |  | | --- | --- | --- | |  | a. | ​sampler | |  | b. | ​voice synthesizer | |  | c. | ​headset | |  | d. | ​multifunction device |  |  |  | | --- | --- | | *ANSWER:* | b | | *POINTS:* | 1 | | *REFERENCES:* | 1-12 Define Output Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 42. The \_\_\_\_ is the brain of a computer.​   |  |  |  | | --- | --- | --- | |  | a. | ​ALU | |  | b. | ​SSD | |  | c. | ​CPU | |  | d. | ​LED |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 1-13 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 43. The ALU temporarily holds data, such as two numbers to add, in \_\_\_\_.​   |  |  |  | | --- | --- | --- | |  | a. | machine cycles​ | |  | b. | ​cache | |  | c. | ​cores | |  | d. | ​registers |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 1-14 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 44. ​\_\_\_\_ is the second step in the computer machine cycle.   |  |  |  | | --- | --- | --- | |  | a. | ​Fetch | |  | b. | ​Decode | |  | c. | ​Execute | |  | d. | ​Store |  |  |  | | --- | --- | | *ANSWER:* | b | | *POINTS:* | 1 | | *REFERENCES:* | 1-14 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 45. \_\_\_\_ is the third step in the computer machine cycle.​   |  |  |  | | --- | --- | --- | |  | a. | ​Fetch | |  | b. | ​Decode | |  | c. | ​Execute | |  | d. | ​Store |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 1-14 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 46. \_\_\_\_ is the fourth step in the computer machine cycle.​   |  |  |  | | --- | --- | --- | |  | a. | ​Fetch | |  | b. | ​Decode | |  | c. | ​Execute | |  | d. | ​Store |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 1-14 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 47. \_\_\_\_ speed is measured in hertz.​   |  |  |  | | --- | --- | --- | |  | a. | ​Clock | |  | b. | ​Printer | |  | c. | ​Word | |  | d. | ​Swap file |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-14 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 48. \_\_\_\_ is storage space for recently or frequently used data in a place that is quick and easy to access.​   |  |  |  | | --- | --- | --- | |  | a. | ​EEPROM | |  | b. | ​SSD | |  | c. | ​SRAM | |  | d. | ​Cache |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 1-14 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 49. Bus width is also called \_\_\_\_.​   |  |  |  | | --- | --- | --- | |  | a. | ​clock speed | |  | b. | ​word size | |  | c. | ​L3 cache | |  | d. | ​a machine cycle |  |  |  | | --- | --- | | *ANSWER:* | b | | *POINTS:* | 1 | | *REFERENCES:* | 1-14 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 50. A \_\_\_\_ is a test run by a laboratory or other organization to determine processor speed and other performance factors.​   |  |  |  | | --- | --- | --- | |  | a. | ​power-on self test | |  | b. | ​file swap | |  | c. | ​benchmark | |  | d. | ​machine cycle |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 1-14 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 51. \_\_\_\_ is an 8-bit coding scheme.​   |  |  |  | | --- | --- | --- | |  | a. | ​Binary | |  | b. | ​DRAM | |  | c. | ​Unicode | |  | d. | ​ASCII |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 1-15 Describe How Computers Represent Data | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 52. To digitize an image, the image is treated as a series of colored dots, or \_\_\_\_.​   |  |  |  | | --- | --- | --- | |  | a. | ​pixels | |  | b. | ​pages | |  | c. | ​samples | |  | d. | ​bytes |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-15 Describe How Computers Represent Data | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 53. Random access memory (RAM) is stored on a set of chips called a memory \_\_\_\_.​   |  |  |  | | --- | --- | --- | |  | a. | ​bus | |  | b. | ​module | |  | c. | ​control unit | |  | d. | ​platter |  |  |  | | --- | --- | | *ANSWER:* | b | | *POINTS:* | 1 | | *REFERENCES:* | 1-16 Describe Computer Memory | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 54. \_\_\_\_ chips need to be recharged constantly or they lose their data.​   |  |  |  | | --- | --- | --- | |  | a. | ​BIOS | |  | b. | ​ROM | |  | c. | ​DRAM | |  | d. | ​SRAM |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 1-17 Describe Computer Memory | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 55. ​\_\_\_\_ is the memory permanently installed on your system when your computer is manufactured.  CacheCache   |  |  |  | | --- | --- | --- | |  | a. | ​RAM | |  | b. | ​Cache | |  | c. | ​Virtual memory | |  | d. | ​ROM |  |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | | *REFERENCES:* | 1-17 Describe Computer Memory | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 56. The \_\_\_\_ includes the instructions for starting up your computer as it performs the power-on self test.​   |  |  |  | | --- | --- | --- | |  | a. | ​BIOS | |  | b. | ​RFID | |  | c. | ​RAM | |  | d. | ​L2 cache |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-17 Describe Computer Memory | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 57. When an operating system uses \_\_\_\_, it swaps files between RAM and the hard drive to avoid running out of RAM.​   |  |  |  | | --- | --- | --- | |  | a. | ​EEPROM | |  | b. | ​cloud storage | |  | c. | ​virtual memory | |  | d. | ​firmware |  |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | | *REFERENCES:* | 1-17 Describe Computer Memory | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 58. \_\_\_\_ is the first step in the computer machine cycle.   |  |  |  | | --- | --- | --- | |  | a. | Fetch | |  | b. | Decode | |  | c. | Execute | |  | d. | Store |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-14 Define the Central Processing Unit | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 59. To use the \_\_\_\_ of mobile devices, you press the image of a key with your finger, a digital pen, or a stylus.   |  |  |  | | --- | --- | --- | |  | a. | touch screen keyboard | |  | b. | mouse | |  | c. | joystick | |  | d. | motion-sensing controller |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-9 Use Keyboards | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 60. Most wired mice connect through a(n) \_\_\_\_.   |  |  |  | | --- | --- | --- | |  | a. | USB port | |  | b. | serial port | |  | c. | input jack | |  | d. | VGA port |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-9 Use Pointing Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 61. \_\_\_\_ contain smart sensors to monitor your vital signs and collect information about other physical indicators.   |  |  |  | | --- | --- | --- | |  | a. | Activity trackers | |  | b. | MIDI devices | |  | c. | HMDs | |  | d. | ASCIIs |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-5 Describe Types of Computers | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 62. A(n) \_\_\_\_ is a small, flat computer with a touch-sensitive screen that accepts input from a digital pen, a stylus, or your fingertips.   |  |  |  | | --- | --- | --- | |  | a. | tablet | |  | b. | laptop | |  | c. | desktop computer | |  | d. | all-in-one desktop |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-4 Describe Types of Computers | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 63. A \_\_\_\_ includes tools that let you make phone calls through cellular networks.   |  |  |  | | --- | --- | --- | |  | a. | smartphone | |  | b. | tablet | |  | c. | laptop | |  | d. | desktop computer |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-4 Describe Types of Computers | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 64. \_\_\_\_ lets you store your data remotely and access it with any device connected to the Internet.   |  |  |  | | --- | --- | --- | |  | a. | Cloud storage | |  | b. | Volatile memory | |  | c. | ROM | |  | d. | Flash memory |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-19 Store Digital Data | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 65. A magnetic hard drive is made up of one or more disks called \_\_\_\_ that spin on a spindle.   |  |  |  | | --- | --- | --- | |  | a. | platters | |  | b. | compact discs | |  | c. | SSDs | |  | d. | optical media |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-18 Describe Computer Memory | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 66. \_\_\_\_ store data as light and dark spots on a disc.   |  |  |  | | --- | --- | --- | |  | a. | Optical media | |  | b. | Solid state drives | |  | c. | Magnetic hard drives | |  | d. | Random access memory modules |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-18 Store Digital Data | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 67. The part of the hard disk used by virtual memory is called a \_\_\_\_ file.   |  |  |  | | --- | --- | --- | |  | a. | swap | |  | b. | cloud | |  | c. | volatile | |  | d. | static |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-17 Describe Computer Memory | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 68. \_\_\_\_ are speakers small enough to place in your ears.   |  |  |  | | --- | --- | --- | |  | a. | Earbuds | |  | b. | Headphones | |  | c. | Headsets | |  | d. | Earplugs |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-12 Define Output Devices | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 69. A(n) \_\_\_\_  is the smallest unit of information handled by a computer.   |  |  |  | | --- | --- | --- | |  | a. | bit | |  | b. | byte | |  | c. | hexadecimal | |  | d. | ASCII |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-15 Describe How Computers Represent Data | |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 70. A \_\_\_\_ is approximately one million bytes.   |  |  |  | | --- | --- | --- | |  | a. | kilobyte | |  | b. | megabyte | |  | c. | gigabyte | |  | d. | terabyte |  |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | | *REFERENCES:* | 1-16 Describe How Computers Represent Data | |

|  |
| --- |
| **Matching** |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Match each term with its correct definition.   |  |  |  |  | | --- | --- | --- | --- | | a. | touchpad | b. | mouse | | c. | trackball | d. | stylus | | e. | touch screen |  |  |  |  |  | | --- | --- | | *REFERENCES:* | 1-6 Define Input Devices | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 71. A pointing device that fits under your hand.   |  |  | | --- | --- | | *ANSWER:* | b | | *POINTS:* | 1 | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 72. A small plastic or metal device shaped like a pen that you use with an on-screen keyboard.   |  |  | | --- | --- | | *ANSWER:* | d | | *POINTS:* | 1 | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 73. A flat surface usually built into laptop keyboards.   |  |  | | --- | --- | | *ANSWER:* | a | | *POINTS:* | 1 | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 74. An older pointing device with a ball anchored inside a casing.   |  |  | | --- | --- | | *ANSWER:* | c | | *POINTS:* | 1 | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 75. A visual display that responds to the touch of your finger, hand, stylus, or digital pen.   |  |  | | --- | --- | | *ANSWER:* | e | | *POINTS:* | 1 | |