

COMPUTER LITERACY QUIZ

1. All computers understand the language BASIC because, as its name implies, it is the most fundamental of computer languages.
2. For any problem within its capability, a computer can always solve it more quickly and cheaper than can be done manually.
3. Example of random access storage devices include:
 1. core and disk
 2. magnetic tape and punch cards
 3. disk and magnetic tape
 4. paper tape and punch cards
 5. all of the above
4. M.I.C.R. stands for magnetic ink character recognition, and is used on bank checks in the United States.
5. Which of the following does not manufacture and sell computers?
 1. Control Data Corporation
 2. IBM
 3. Digital Equipment Corp.
 4. Honeywell
 5. American Telephone and Telegraph Company
6. A typical CAI drill and practice program:
 1. works only when one is teaching elementary arithmetic
 2. asks the student questions and checks his answers
 3. forces all the students to work the same set of problems
 4. allows three incorrect responses before going on to the next problem
 5. none of the above
7. Although learning a machine language is difficult, once one has mastered it, he can write programs that will be understood by any machine.
8. The best computer programs for playing chess and checkers are based upon having the computer memorize tens of thousands of board positions (i.e. rote memory).
9. It is now possible to manufacture a single large-scale integrated circuit, called a chip, which contains all of the circuitry for a CPU.
10. The concept and use of punched cards was developed:
 1. before 1900
 2. about 1920
 3. about 1940
 4. about 1960
11. PLATO is an educational computer system which uses a gas plasma display terminal.
12. In the early days of computers, all programming was done:
 1. in FORTRAN
 2. in BASIC
 3. in machine language
 4. in UNIVAC
13. The Turing "Imitation Game":
 1. has a computer imitate a business environment to train executives in decision-making.
 2. has a person imitate a computer to find program errors.
 3. has a computer simulate a complex situation providing a detailed study of alternative effects.
 4. has a computer pretend to be human, demonstrating artificial intelligence.
14. The science of control and feedback theory is called cybernetics, and Norbert Wiener contributed a lot to this area.
15. One threat to privacy comes from the willingness of most people to provide information about themselves voluntarily.
16. Which of the following is a characteristic of a problem which is well-suited to solution by the computer?
 1. Problem solution involves value judgments
 2. All necessary decisions are quantifiable
 3. The problem is ill-defined
 4. The solution to the problem is needed only one time
17. The largest user of computers in the U. S. Government is:
 1. The Internal Revenue Service
 2. The Census Bureau
 3. The military
 4. Congress
 5. None of these.
18. When one is buying a computer system, he might purchase hardware and software from two different companies.
19. Magnetic tape is an effective medium in operations requiring frequent access to data on a random basis.
20. Very large computer programs are apt to contain undetected errors even after the programs have been used for several years.
21. NCIC is a method whereby checks printed with a special ink can be machine read.
22. By 1950 about 1000 electronic digital computers had been manufactured and placed into service.
23. The fastest core memories have retrieval times of about one millisecond.
24. Using an 8 bit code (such as on magnetic tape), how many different characters can be represented?
 1. 8
 2. 16
 3. 32
 4. 256
 5. 512
25. A computer's memory can think about and solve a problem much in the same way as a person's brain works on a problem.
26. A major problem with computerized data banks is guarding against erroneous data getting into the system.
27. A disadvantage of punched card machines is that the speed of processing is limited by the movement of mechanical parts and devices.
28. Which of the following is not an example of the administrative application of computers in education?
 1. Payroll
 2. Scheduling
 3. Student records
 4. Computer-assisted instruction
29. Why do computer scientists write computer programs to play games?
 1. Computer scientists have lots of fun doing this.
 2. To communicate the ability of the computer.
 3. To study the nature of problem solving.
 4. All of the above.
 5. None of the above.
30. Computer costs (measured in terms of computations per dollar) have leveled off in the last five years.

Answers on page 239.

Answers For Computer Literacy Test

SB Merriam



Answers For Computer Literacy Test:

Inspection Authorization Knowledge Test Guide ,1996 Computer-literacy Needs Assessment Ron Zemke,1985

Educational Research and Innovation Computers and the Future of Skill Demand Elliott Stuart W.,2017-10-27

Computer scientists are working on reproducing all human skills using artificial intelligence machine learning and robotics Unsurprisingly then many people worry that these advances will dramatically change work skills in the years ahead and perhaps leave many workers unemployable **Workbook and Competency Evaluation Review for Mosby's Textbook**

for Long-Term Care Nursing Assistants - E-Book Clare Kostelnick,2023-06-07 NEW Updated content reflects the changes and new information in the 9th edition of Mosby's Textbook for Long Term Care Nursing Assistants **Effective**

Utilization and Management of Emerging Information Technologies Information Resources Management Association. International Conference,1998-01-01 Technological advances of the past decades have allowed organizations of all sizes to use information technology in all aspects of organizational management This book presents more than 200 papers that address this growing corporate phenomena **The Eleventh Mental Measurements Yearbook** Buros Center,1992-08

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Hofstetter,1988 This innovative volume brings together under one cover a comprehensive easily understandable overview of the computer music field including composing teaching recording arranging and printing of music The focus of this book is on what computer music systems are and the principles upon which they are based Section I describes and compares the musical capabilities of dozens of computer systems providing a general introduction to the field Presents discussion of terminology and buzzwords offers a tutorial on digital music techniques and describes how the MIDI standard lets music keyboards communicate with each other and with personal computers Section II discusses and analyzes 196 computer music programs in the areas of early childhood music composition ear training music theory instrumental methods music

appreciation history terminology sequencing editing printing transcription and music analysis *Pre-Professional Skills Test: Reading: Practice Test* Educational Testing Service, 2006-11-17 Exclusive The only official guide to this widely required teaching licensing exam instantly downloadable for easy access From ETS the people who create the test **Are You Computer Literate?** Karen Billings, David G. Moursund, 1979 Discusses What Computers Are How They Are Used How They Affect People Written by Educators in a Format Suited for Self Instruction **Intelligent Tutoring Systems** Vincent Aleven, Judy Kay, Jack Mostow, 2010-06-01 The 10th International Conference on Intelligent Tutoring Systems ITS 2010 continued the bi annual series of top flight international conferences on the use of advanced educational technologies that are adaptive to users or groups of users These highly interdisciplinary conferences bring together researchers in the learning sciences computer science cognitive or educational psychology cognitive science artificial intelligence machine learning and linguistics The theme of the ITS 2010 conference was Bridges to Learning a theme that connects the scientific content of the conference and the geography of Pittsburgh the host city The conference addressed the use of advanced technologies as bridges for learners and facilitators of robust learning outcomes We received a total of 186 submissions from 26 countries on 5 continents Australia Brazil Canada China Estonia France Georgia Germany Greece India Italy Japan Korea Mexico The Netherlands New Zealand Pakistan Philippines Saudi Arabia Singapore Slovakia Spain Thailand Turkey the UK and USA We accepted 61 full papers 38% and 58 short papers The diversity of the field is reflected in the range of topics represented by the papers submitted selected by the authors *Electronic Education* , 1981 **Computer Literacy Test Questions** Donald A. Spencer, Donald D. Spencer, 1983-06-01 **Glencoe Computers in the Medical Office Using MediSoft for Windows** Glencoe/McGraw-Hill, 1999 *Problem-solving Models for Computer Literacy* David G. Moursund, 1993 This book is intended for use as a student guide It is about human problem solving and provides information on how the mind works placing a major emphasis on the role of computers as an aid in problem solving The book is written with the underlying philosophy of discovery based learning based on two premises first through the appropriate study of the discipline of problem solving a student can get better at solving both school problems and nonschool problems second computers are a powerful aid to problem solving and a student can get better at solving certain types of problems by learning to make appropriate use of computers Methodologies that cut across all disciplines such as journals learning to learn metacognition and modeling are discussed The chapters are as follows 1 Introduction 2 You Are a Smart Person 3 What Is a Problem 4 A Four Step Plan for Solving a Problem 5 Problem Solving Strategies 6 Getting Better at Thinking 7 Transfer of Learning 8 Modeling 9 General Purpose Computer Tools and 10 Computer Systems A glossary is included TMK *A Study of Computer Use and Literacy in Science Education* Minnesota Educational Computing Consortium, 1980 *Resources in Education* , 1997 *South African Journal of Library and Information Science* , 1994 *New Rudman's Questions and Answers on The-- PPST, Pre Professional Skills Test* National Learning Corporation, 1996 The Admission Test Series prepares students for entrance examinations into

college graduate and professional school as well as candidates for professional certification and licensure **The Simon & Schuster Question & Answer Book, Computers** Daniel Cohen, 1983 Presents in a question and answer format information about the history of computers how they work how to program them and their future potential **Contemporary Nursing** Barbara Cherry (Nurse), Susan R. Jacob, 2002 The second edition of CONTEMPORARY NURSING continues to acclimate students to the nursing profession by offering invaluable self improvement and career building advice Content provides a comprehensive overview of historic and current trends shaping nursing education the health care delivery system and nursing practice The new second edition offers three new chapters in Theories of Nursing Practice Workplace Advocacy and Alternative Healing New content on Health Policy and Evidence Based Practice is also included A new MERLIN website also offers new content from the authors with weblinks and other updates Also available a new online Instructor's Resource including an instructor's manual PowerPoint slides an image collection of cartoons and line drawings from the text and a completely revised test bank with over 350 questions in NCLEX RN format TOC

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