

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

**Information Resources Management
Association. International Conference**



Answers For Computer Literacy Test:

Inspection Authorization Knowledge Test Guide, 1996 **Computer-literacy Needs Assessment** Ron Zemke, 1985
Resources in Education, 1998 **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 **Flight Engineer Knowledge Test Guide**, 1995 **Parachute Rigger Knowledge Test Guide** United States. Flight Standards Service, 1995 **Instrument Rating Knowledge Test Guide**, 1995 **Oswaal SSC CHSL Combined Higher Secondary Level (10+2) Tier-1 | 25 Previous Years Solved Papers | Year-wise 2017-2023 | For 2024 Exam** Oswaal Editorial Board, 2024-02-20 Description of the Product 100% Updated With 2023 Papers Fully Solved Extensive Practice With 2500 Questions and Two Practice Papers Concept Clarity Learn Key Concepts through Detailed Explanations Valuable Exam Insights With Hints Shortcuts Expert Tips to crack SSC CHSL Tier 1 in the first attempt 100% Exam Readiness With the Latest Five Years Trend Analysis 2020 2023 Educational Research and Innovation Is Education Losing the Race with Technology? AI's Progress in Maths and Reading OECD, 2023-03-28 Advances in artificial intelligence AI are ushering in a large and rapid technological transformation Understanding how AI capabilities relate to human skills and how they develop over time is crucial for understanding this process **Flight and Ground Instructor Knowledge Test Guide**, 1994 *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 Handbook of Test Development Thomas M. Haladyna, Steven M. Downing, 2011-04-26 Despite the fact that test development is a growth industry that cuts across all levels of education and all the professions there has never been a comprehensive research oriented Handbook to which everyone developers and consumers can turn for guidance That is the mission of this book The Handbook of Test

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GED Test For Dummies Murray Shukyn,Dale E. Shuttlesworth,Achim Krull,2014-10-27 Presents subject review full length practice tests with answer explanations and test taking strategies to help readers prepare for and score higher on the high school equivalency test Challenges of Information Technology Management in the 21st Century Information Resources Management Association. International Conference,2000 As the 21st century begins we are faced with opportunities and challenges of available technology as well as pressured to create strategic and tactical plans for future technology Worldwide IT professionals are sharing and trading concepts and ideas for effective IT management and this co operation is what leads to solid IT management practices This volume is a collection of papers that present IT management perspectives from professionals around the world The papers seek to offer new ideas refine old ones and pose interesting scenarios to help the reader develop company sensitive management strategies

ECGBL2015-9th European Conference on Games Based Learning Robin Munkvold and Line Kolås,2015-09-18 These proceedings represent the work of researchers participating in the 9th European Conference on Games Based Learning which is being hosted this year by Nord Trondelag University College Steinkjer Norway on the 8 9 October 2015 The Conference has become a key platform for individuals to present their research findings display their work in progress and discuss conceptual advances in many different areas and specialties within Games Based Learning It also offers the opportunity for like minded individuals to meet

discuss and share knowledge ECGBL continues to evolve and develop and the wide range of papers and topics will ensure an interesting two day conference In addition to the main streams of the conference there are mini tracks focusing on the areas of the design of multiplayer collaborative serious games applied Games and gamification the teacher s role in game based learning games for STEM Science Technology Engineering Mathematics learning assessment of digital game based learning and pervasive and ubiquitous gaming for learning In addition to the presentations of research we are delighted to host the third year of the Serious Game competition which provides an opportunity for educational game designers and creators to participate in the conference and demonstrate their game design and development skills in an international competition This competition is again sponsored by SEGAN Serious Games Network With an initial submission of more than 60 games 28 finalists will present their games at the conference Prizes will be awarded to the games judged to demonstrate the best quality and originality of game play itself and the positioning and articulation of the game s contribution to the educational domain With an initial submission of 190 abstracts after the double blind peer review process there are 75 research papers 15 PhD research papers 4 Non Academic papers and 8 work in progress papers published in these Conference Proceedings These papers represent research from more than 40 countries including Australia Austria Belgium Brazil Bulgaria Canada Czech Republic Denmark Finland France Germany Greece Hungary Ireland Israel Italy Japan Malaysia Norway Portugal Russia Saudi Arabia Slovakia Slovenia South Africa Spain Sweden Switzerland Taiwan ROC The Netherlands The Netherlands United Arab Emirates UK and USA

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Handbook of Research on Estimation and Control Techniques in E-Learning Systems Mkrttchian, Vardan,2015-12-22 Improvements in the application of online learning technologies are continually on the rise as the expectation for individuals to obtain a higher education grows and more people are seeking alternative modes of education As more institutions implement e learning systems it has become increasingly important to explore the advancements and obstacles of these technologies The

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