

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

R Bogdan



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 **Resources in Education** ,1998 Flight Engineer Knowledge Test Guide ,1995 Parachute Rigger Knowledge Test Guide United States. Flight Standards Service,1995 Instrument Rating Knowledge Test Guide ,1995 *Test Success* Patricia M Nugent,Barbara A Vitale,2020-01-13 Build confidence and improve test scores Success in nursing school starts here A complete review of core concepts plus 900 questions based on the latest NCLEX test plan build confidence and improve test scores from the beginning of nursing school Master tricky alternate format questions even SATA select all that apply and develop efficient studying skills with test taking tips and rationales for correct and incorrect responses *Fostering 21st Century Digital Literacy and Technical Competency* Cartelli, Antonio,2013-02-28 The 21st century has seen an expansion in digital technology and the ways in which it affects everyday life These technologies have become essential in the growth of social communication and mass media *Fostering 21st Century Digital Literacy and Technical Competency* offers the latest in research on the technological advances on computer proficiency in the educational system and society This collection of research brings together theories and experiences in order to create a common framework and is essential for educators and professionals in the technology fields

GED Test For Dummies Murray Shukyn,Dale E. Shuttleworth,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

Reviewing **Answers For Computer Literacy Test**: Unlocking the Spellbinding Force of Linguistics

In a fast-paced world fueled by information and interconnectivity, the spellbinding force of linguistics has acquired newfound prominence. Its capacity to evoke emotions, stimulate contemplation, and stimulate metamorphosis is truly astonishing. Within the pages of "**Answers For Computer Literacy Test**," an enthralling opus penned by a very acclaimed wordsmith, readers embark on an immersive expedition to unravel the intricate significance of language and its indelible imprint on our lives. Throughout this assessment, we shall delve into the book's central motifs, appraise its distinctive narrative style, and gauge its overarching influence on the minds of its readers.

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