Exam model

## Multiple Choice:

1. Processing information involves:
   1. accepting information from the outside world.
   2. communication with another computer.
   3. performing arithmetic or logical operations on information that is input.
   4. All of these answers are forms of processing information.
2. Producing output involves:
   1. accepting information from the outside world.
   2. communication with another computer.
   3. moving and storing information.
   4. communicating information to the outside world.
3. Hardware components are:
   1. physical parts of a computer system.
   2. fully functional without computer software.
   3. impossible to add on after the initial purchase of a computer.
   4. the intangible parts of a computer system.
4. The most common input devices include:
   1. monitors and keyboards.
   2. monitors and mice.
   3. mice and keyboards.
   4. printer and mice.
5. The primary output device for computers is a:
   1. video monitor.
   2. printer.
   3. keyboard.
   4. mouse.
6. The hardware device commonly referred to as the “brain” of the computer is the:
   1. RAM chip.
   2. data input.
   3. CPU.
   4. secondary storage.
7. CPU stands for:
   1. central production unit.
   2. central processing unit.
   3. computer processing unit.
   4. computer primary unit.
8. The CPU is also known as the:
   1. microprocessor.
   2. random access memory.
   3. primary storage.
   4. microunit.
9. The primary difference between RAM and secondary storage devices is:
   1. the length of time data is stored.
   2. RAM is permanent and secondary storage is temporary.
   3. RAM accepts input; secondary storage devices do not.
   4. the way data is stored to them.
10. RAM is also known as:
    1. secondary storage.
    2. the central processing unit.
    3. the “brain” of the computer.
    4. primary storage.
11. If a user needs information instantly available to the CPU, it should be stored:
    1. in the CPU.
    2. in RAM.
    3. in secondary storage.
    4. on a CD.
12. Storage devices include all of the following EXCEPT:
    1. a recordable CD.
    2. RAM.
    3. a hard drive.
    4. a DVD drive.
13. The input, output, and storage devices are known as:
    1. peripheral devices.
    2. secondary storage devices.
    3. firmware.
    4. hardware drivers.
14. Digital means that computer information is discrete and countable, subdivided into:
    1. digits.
    2. analog units.
    3. input.
    4. bytes.
15. The smallest unit of information a computer can understand and process is known as a:
    1. digit.
    2. byte.
    3. bit.
    4. kilobyte.
16. A bit can have two values:
    1. bit and byte.
    2. 0 and 1.
    3. 2 and 4.
    4. 1 and 2.
17. Binary means:
    1. there are two possibilities: on and off.
    2. the same as a byte: 8 bits.
    3. there are three options: 0, 1, and 2.
    4. that computers really need to have three or more options.
18. A group of 8 bits is known as a:
    1. kilobyte.
    2. binary digit.
    3. byte.
    4. megabit.
19. The binary system uses the power of:
    1. 10.
    2. 4.
    3. 256.
    4. 2.
20. A byte can represent any number between 0 and:
    1. 2.
    2. 255.
    3. 256.
    4. 1024.
21. The most widely used code that represents each character as a unique 8-bit code is:
    1. ASCII.
    2. Unicode.
    3. binary numbering system.
    4. EBCDIC.
22. ASCII stands for:
    1. American Standard Code for Information Interface.
    2. American Standard Computer Interface Internet.
    3. American Standard Code for Information Interchange.
    4. Advanced Standard Code for Interface Interchange.
23. In ASCII, \_\_\_\_\_\_\_\_\_\_\_\_ characters can be created.
    1. 255
    2. 1,024
    3. 256
    4. 128
24. An advanced coding scheme that incorporates Chinese, Greek, Hebrew, and Japanese is known as:
    1. ASCII.
    2. World wide interchange (WWI).
    3. Worldcode.
    4. Unicode.
25. 1,024 bytes of data is a:
    1. megabyte.
    2. kilobyte.
    3. gigabyte.
    4. terabyte.
26. Approximately 1,000 megabytes is a:
    1. terabyte.
    2. kilobyte.
    3. petabyte.
    4. gigabyte.
27. The largest storage devices commonly available today are able to store:
    1. kilobytes.
    2. terabytes.
    3. gigabytes.
    4. petabytes.
28. The unit that transforms input into output is known as the:
    1. RAM chip.
    2. BIOS chip.
    3. CPU.
    4. motherboard.
29. The motherboard is the:
    1. circuit board that contains a CPU and other chips.
    2. circuit board that houses peripheral devices.
    3. same as the CPU chip.
    4. the first chip that is accessed when the computer is turned on.
30. Backward compatibility means that:
    1. a Pentium 4 chip can handle processing previously done by a Pentium III.
    2. all hardware will work will other hardware.
    3. a mouse will work with more advanced hardware that comes out after the date the mouse was produced.
    4. all software will work on all other computer systems.
31. Linux is a(n):
    1. computer system.
    2. operating system.
    3. piece of application software.
    4. type of CPU device.
32. The clock of a computer system is the:
    1. software that shows the time on the taskbar.
    2. timing device that processes all instructions input into the computer.
    3. timing device that produces electrical pulses to synchronize the computer’s operations.
    4. device that is the newest and most modern in a computer system.
33. A computer’s clock speed is measured in:
    1. gigabytes.
    2. bits.
    3. megahertz.
    4. gigahertz.
34. The word size of a typical PC’s CPU is:
    1. 1 or 2 bytes.
    2. 32 or 64 bits.
    3. 32 or 64 bytes.
    4. 8 or 16 bits.
35. The \_\_\_\_\_\_\_\_\_\_\_\_, by Intel, is a 64-bit processor.
    1. Pentium
    2. Athlon
    3. Itanium
    4. Celeron
36. When two processors are employed in a computer, it is known as:
    1. double processing.
    2. parallel processing.
    3. CPU duplicate processing.
    4. clustering.
37. Units that work together in the CPU include all EXCEPT:
    1. the ALU.
    2. the prefetch unit.
    3. the decode unit.
    4. RAM.
38. The CPU’s ALU contains:
    1. RAM spaces.
    2. registers.
    3. byte spaces.
    4. secondary storage space.
39. The part of the CPU that instructs the bus unit to read instructions stored at a certain memory address is known as the:
    1. bus device.
    2. prefetch unit.
    3. decode unit.
    4. writeback.
40. The storage area for the next likely data or instruction to be processed, preventing bottlenecks and slowing of the system, is known as:
    1. cache.
    2. the register.
    3. RAM.
    4. the CPU.
41. RAM stands for:
    1. Random Access Memory.
    2. Readily Accessible Memory.
    3. Randomly Accessible Memory.
    4. Read Access and Memorize.
42. Information stored in RAM is considered volatile, which means it is:
    1. stored there permanently.
    2. not held permanently, only temporarily.
    3. stored when the electricity is shut off.
    4. stored permanently in the CPU device.
43. The memory that stores the computer’s date, time, and calendar is the:
    1. RAM.
    2. flash memory.
    3. register.
    4. CMOS.
44. The time for the processor to retrieve data from memory is measured in:
    1. megabits.
    2. nanoseconds.
    3. milliseconds.
    4. megabytes.
45. The circuit board that contains RAM chips is known as a:
    1. CMOS.
    2. ROM.
    3. SIMM.
    4. RAM board.
46. The permanently etched program in ROM that automatically begins executing the computer’s instructions is the:
    1. BIOS.
    2. ROM.
    3. CMOS.
    4. RAM.
47. The groups of wires that transfer data are known as the:
    1. CPU.
    2. system clock.
    3. system buses.
    4. CMOS.
48. Expansion cards are inserted into:
    1. slots.
    2. peripheral devices.
    3. the CPU.
    4. the back of the computer.
49. External devices such as printers, keyboards, and modems are known as:
    1. add-on devices.
    2. peripherals.
    3. extra hardware devices.
    4. PC expansion slot add-ons.

## Fill in the Blank:

1. The first function that computers perform is to receive \_\_\_\_\_\_\_\_\_\_\_\_ or information from the outside world.
2. The physical components of a computer system are known as \_\_\_\_\_\_\_\_\_\_\_\_.
3. A printer and a monitor are the most common \_\_\_\_\_\_\_\_\_\_\_\_ devices.
4. Data that must be immediately available for processing in the CPU must be stored in \_\_\_\_\_\_\_\_\_\_\_\_.
5. Hard disk drives, DVD drives, and floppy drives are all forms of \_\_\_\_\_\_\_\_\_\_\_\_ storage.
6. The keyboard, monitor, and a DVD drive are known as \_\_\_\_\_\_\_\_\_\_\_.
7. A computer system is not complete without \_\_\_\_\_\_\_\_\_\_\_\_, which tells the hardware what to do.
8. A(n) \_\_\_\_\_\_\_\_\_\_\_\_ is a binary digit.
9. A program that runs on a(n) \_\_\_\_\_\_\_\_\_\_\_\_ operating system cannot run on Windows.
10. Eight bits are called a(n) \_\_\_\_\_\_\_\_\_\_\_\_.
11. The most widely used code of computer systems is \_\_\_\_\_\_\_\_\_\_\_\_.
12. GB stands for \_\_\_\_\_\_\_\_\_\_\_\_.
13. Data transfer speed is measured in \_\_\_\_\_\_\_\_\_\_\_.
14. The CPU, all additional chips, and the electronic circuitry are all housed on the \_\_\_\_\_\_\_\_\_\_\_\_.
15. Gigahertz is a measure of the computer’s clock speed and is measured in \_\_\_\_\_\_\_\_\_\_\_\_ of clock cycles per second.
16. The number of bits a CPU can process simultaneously is the CPU’s \_\_\_\_\_\_\_\_\_\_\_\_.
17. SIMM stands for \_\_\_\_\_\_\_\_\_\_\_.
18. Computer memory or primary memory is also known as \_\_\_\_\_\_\_\_\_\_\_\_.
19. \_\_\_\_\_\_\_\_\_\_\_ memory is nonvolatile and often used in digital cameras and cell phones.
20. Nonvolatile memory, etched at the factory, is called \_\_\_\_\_\_\_\_\_\_\_\_.
21. The wire groups that transfer data between components on the motherboard are known as the \_\_\_\_\_\_\_\_\_\_\_\_.
22. Sockets on the outside of the computer, often in the back, into which you can plug peripherals are the \_\_\_\_\_\_\_\_\_\_\_\_ of the computer system.

## Matching:

1. Match the following terms to their meanings:

I. bus A. area in the computer box for disk drives or other devices

II. bay B. printer, scanner, or mouse, for example

III. expansion card C. wires that move data from one component to another

IV. port D. location to insert a PC card, for example

V. expansion slot E. adds an additional feature to a computer system

VI. peripheral F. socket on the outside of the computer

1. Match the following terms to their meanings:

I. RAM A. memory chips on small circuit boards, double-sided

II. CMOS B. similar to RAM but nonvolatile

III. DIMM C. low-energy, battery powered memory

IV. ROM D. memory chips on small circuit boards, single-sided

V. BIOS E. firmware programs in ROM

VI. flash memory F. primary memory

VII. SIMM G. nonvolatile memory

1. Match the following terms to their meanings:

I. ALU A. 32 or 64 bit storage for the ALU

II. register B. memory which is faster than RAM

III. prefetch unit C. 32 or 64 bits processed simultaneously

IV. cache D. part of the CPU where instructions are performed

V. word size E. translates an instruction

VI. decode unit F. retrieves an instruction

VII. clock G. timing device