SIDDHARTH INSTITUTE OF ENGINEERING & TECHNOLOGY

(Autonomous)

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BIT BANK

Subject with Code : Human Computer Interaction (20CS0534)

Course & Branch: B. Tech – CSM

Year & Sem: III & II   **Regulation:** R20

UNIT – 1

Introduction: User Interface, GUI, Web User

1. _____ is subset of a field of study called _____   [   ]

    A) User interface, Human Computer interaction   B) Human Computer interaction, User interface

    C) Both A&B   D) None

2. _____ is the study, planning, and design of how people and computers work together   [   ]

    A) User interface   B) Human computer interaction

    C) Both A&B   D) None

3. What are factors a HCI designer must consider _____   [   ]

    A) What people don't want   B) What people find desirable   C) Both A & B

    D) How their perceptual and information processing systems work

4. While designing HCI Technical characteristics and limitations of the computer hardware and software are

    _____   [   ]

    A) Have to consider   B) Have not consider   C) May be or may not consider   D) None

5. A well designed can be a _____   [   ]

    A) System   B) Vehicle   C) Both   D) None

6. A long term goal of HCI is _____   [   ]

    A) to improve the interactions between users and computers

    B) by making computers more usable and receptive to the user's needs.

    C) Both

    D) to accomplish and the computer's understanding of the user's task

7. The best interface _____   [   ]

     A) Permits the user to focus on the information and task at hand

     B) Permits the user to focus on the mechanism used to present the information and perform the task.

    C) Both   D) None

8. Interface and screen design were really a matter of _____   [   ]

     A) Logic sense   B) Common sense   C) Code sense   D) None

9. Poor clarity forced screen users to spend one extra _____ per screen. [   ]

    A) Minute   B) Hour   C) Second   D) Space

10. Common level of communication modes_____ [   ]

    A) Movements   B) Gestures   C) Both   D) None

11. _____ is third level complexity of communication [   ]

    A) Written language   B) Movements   C) Gestures   D) Spoken language

12. _____ introduced mouse and pointing. [   ]

    A) Altus   B) STAR   C) The Xerox systems   D) All

13. _____ introduced 3270 cathode ray tube text-based terminal. [   ]

    A) IBM   B) Altus   C) STAR   D) The Xerox systems

14. A _____ year's screen often resembled the one pictured [   ]

    A) 1973   B) 1971   C) 1970   D) 1975

15. _____ the primary interaction mechanism is a pointing device of some kind [   ]

    A) Graphical interface   B) User interface   C) Human computer interface   D) None

16. What the user interacts with is a collection of elements referred to as _____ [   ]

    A) Classes   B) Interfaces   C) Objects   D) None

17. Screen navigation and commands are executed through _____. [   ]

    A) Menu bars   B) Pull downs   C) Both   D) Pull ups

18. In the screen body, selection fields such as _____coexisted with the reliable old text entry field [   ]

    A) Radio buttons   B) Check boxes   C) List Boxes   D) All

19. WIMP refer to _____ [   ]

    A) Window, icon, menu & pointer   B) Windows, icon, menu & pointers

    C) Window, icon, menus & pointer   D) Windows, icons, menus & pointers

20. _____ presentation of information utilizes a person's information-processing capabilities much more effectively than other presentation methods. [   ]

    A) Human   B) User   C) Graphic   D) None

21. Direct manipulation systems do not possess _____ [   ]

    A) Continuous visibility of objects and actions

    B) Actions are rapid and incremental with visible display of results

    C) Decremental actions are easily reversible   D) None

22. _____ are characteristics of graphical interface. [   ]

    A) Sophisticated Visual Presentation   B) Pick-and-Click Interaction

    C) Both   D) Restricted Set of Interface Options

23. _____ is a cognitive process that allows people to understand information that is difficult to perceive. [   ]

    A) Perception   B) Pick and click interaction   C) Visualization   D) None

24. _____ are classes of objects [   ]

    A) Data   B) Container   C) Device   D) All

25. _____ are actions that manipulate objects. [   ]

    A) Tasks   B) Programs   C) Functions   D) Commands

26. _____ actions establish or modify the attributes or properties of objects. [   ]

    A) Properties   B) Attribute specification   C) Both   D) None

27. _____views present information and the objects contained within an object. [   ]

    A) Composed   B) Contents   C) Settings   D) Help

28. _____ interface design is essentially the design of navigation and the presentation of

    information. [   ]

    A) Graphical   B) Web   C) User   D) None

29. The design goal is to build a hierarchy of menus and pages that _____ [   ]

    A) Feels natural   B) is well structured   C) is easy to used   D) All

30. _____ interface is interactive. [   ]

    A) Graphical   B) User   C) Both   D) None

31. In a GUI environment the user's conceptual space is controlled by the _____ [   ]

    A) Program   B) Application   C) Both   D) None

32. In Web design, no assumptions about the _____ interface devices can be made. [   ]

    A) User   B) Graphical   C) Both   D) None

33. GUI system users _____ the programs. [   ]

    A) Install   B) Configure   C) Personalize   D) All

34. _____ users do things like linking to sites, browsing or reading pages, filling out forms, registering for

    services. [   ]

    A) Graphical   B) Net   C) Web   D) Both B & C

35. _____ interface heavily visual experiences presented through screens. [   ]

    A) Graphical   B) Web   C) Both   D) None

36. In _____ interface the visual style is typically prescribed and constrained by toolkit. [   ]

    A) Graphical   B) User   C) Web   D) Human

37. _____ property have contrast between graphical and web interfaces. [   ]

    A) Consistency   B) User interface   C) Integration   D) All

38. _____ property have contrast between web pages and printed pages. [   ]

    A) Page shape   B) User focus   C) Page dependence   D) All

39. _____ is not principal of xerox star. [   ]

    A) The illusion of manipulable objects.   B) Visual order and viewer focus

    C) Inconsistency   D) A match with the medium

40. Clarity, control, consistency are general principals of _____ interface design [   ]

    A) Graphical   B) User   C) Web   D) All

ANSWERS:

1	A	11	A	21	C	31	C
2	B	12	D	22	C	32	A
3	D	13	A	23	C	33	D
4	A	14	C	24	D	34	C
5	C	15	A	25	D	35	C
6	D	16	C	26	C	36	A
7	A	17	C	27	A	37	D
8	B	18	D	28	B	38	B
9	C	19	D	29	D	39	C
10	C	20	C	30	C	40	D

UNIT – 2

DESIN PROCESS, SCREEN DESIGNING

1. _____ is commandment of designing for people.   [   ]

   A) Solicit late and outgoing user involvement.   B) Perform slow prototyping and testing

   C) Gain a complete understanding of users and their tasks   D) All

2. _____ the product will quickly identify problems and allow you to develop solutions.   [   ]

   A) Prototyping   B) Testing   C) Both A & B   D) None

3. Bennett (1979) was the first to use the term _____ to describe the effectiveness of human

   performance.   [   ]

   A) Flexibility   B) Usability   C) Desirability   D) None

4. The capability to be used by humans easily and effectively is called _____   [   ]

   A) Usability   B) Flexibility   C) Stability   D) None

5. Which are not common usability problems?   [   ]

   A) Ambiguous menus and icons   B) Clear step sequences

   C) Input and direct manipulation limits   D) None

6. Usability is nothing but _____   [   ]

   A) Common sense   B) User interface   C) Web interface   D) None

7. _____ is contributing factors that apply to traditional business systems.   [   ]

   A) Use of jargon   B) Non-oblivious design   C) Fine distinctions   D) All

8. Confusion, Annoyance, Frustration are _____ responses to poor design.   [   ]

   A) Mental   B) Psychological   C) Psychological   D) Physical

9. _____ are one of physical reactions. [   ]

    A) Partial use of the system   B) Abandonment of the system

    C) Both A & B   D) Proper use of the system

10. _____ is important human characteristic in design. [   ]

    A) Perception   B) Reading   C) Writing   D) All

11. _____ is our awareness and understanding of the elements and objects of our

   environment. [   ]

    A) Memory   B) Learning   C) Perception   D) Skill

12. Which are perceptual characteristics? [   ]

    A) Proximity   B) Similarity   C) Matching Patterns   D) All

13. _____ is not the most stable of human attributes. [   ]

    A) Perception   B) Learning   C) Skill   D) Memory

14. The capacity of the eye to resolve details is called _____ [   ]

    A) Visual activity   B) Visual acuity   C) Sensory storage   D) All

15. _____ is used to focus directly on something. [   ]

    A) Foveal vision   B) Peripheral vision   C) Both A & B   D) None

16. Human Consideration in design was derived from _____ [   ]

    A) Maybew   B) Mybew   C) Mayhew   D) Myahew

17. Human interaction speed of reading a prose text is _____ [   ]

    A) 200-300 words per minute   B) 250-300 words per minute

    C) 180 words per minute   D) 200-350 words per minute

18. _____ is one of Techniques for Determining Requirements. [   ]

    A) Individual face to face interview   B) Telephone interview or survey

    C) Traditional focus group   D) All

19. Paper Survey or Questionnaire, Electronic Focus Group, Support Line are _____ type of

   techniques for determining requirements. [   ]

    A) Direct methods   B) Indirect methods   C) Both A & B   D) None

20. _____ method of requirements determination is one that places an intermediary between the

   developer and the user. [   ]

    A) Modern   B) Direct   C) Both A & B   D) Indirect

21. A sensory memory exists for_____ channel. [   ]

    A) haptic   B) Visual   C) Iconic   D) All

22. What is Short term memory? [   ]

    A) Permanent Storage   B) Temporary Storage   C) Both A & B   D) None

23. There are _____ types of long term memory. [   ]

    A) 2   B) 3   C) 4   D) 5

24. _____ refers to how good a system at doing. What it is supposed to do? [   ]

    A) Safety   B) Usability   C) Efficiency   D) Effectiveness

25. _____ is the remarkable facility that lets us reverse a previous action. [   ]

    A) redo   B) undo   C) repeat   D) delete

26. Mental model is a / an of a device or a system. [   ]

    A) Summary of the characteristics of users   B) Estimate of mental level of users

    C) Human representation of the conceptual structure

    D) Investigation results about mental characteristics of users.

27. What are whitespace? [   ]

    A) space between the letters   B) used to separate blocks   C) space used to highlight   D) All

28. Screen design tools are _____. [   ]

    A) grouping of items   B) order of items   C) alignment of items   D) All

29. Interaction starts with getting to know the users and their context: [   ]

    A) finding out who they are and what they are like   B) talking to them

    C) watching them.   D) All of the above

30. Which of the following are important in the design focus of HCI? [   ]

    A) Thinking of the user   B) Testing the HCI   C) involving the users   D) All

31. When users are involved in complex tasks, the demand on _____ can be significant. [   ]

    A) Short-term memory   B) Shortcuts   C) objects that appear on the screen   D) all

32. A software might allow a user to interact via _____ [   ]

    A) Keyboard commands   B) Mouse movement   C) Voice recognition commands   D) all

33. _____ minimizes errors. [   ]

    A) Affordance   B) Visibility   C) Constraints   D) None

34. Currently many common environments for interactive computing are examples of the _____

    interface style, often simply called windowing systems. [   ]

    A) Three-dimensional   B) WIMP   C) Point and click   D) None

35. Ergonomics is also called_____. [   ]

    A) Assembly   B) Human Factors   C) Both   D) None

36. Choice of operations and services are offered on the screen through_____ [   ]

    A) Pointers   B) Toolbars   C) Menus   D) None

37. Conventional wisdom says that _____ tell the user when he has made some mistake. [   ]

    A) Program crash   B) System stuck   C) Error messages   D) Metadata

38. WYSIWYG stands for _____. [   ]

    A) Where you see is where you get   B) What you see is what you get

    C) When you see it when you get   D) None

39. Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it? [   ]

   A) Psychology   B) Sociology   C) Statistics   D) Computer Science

40. Browser Title always contains the word '_____'. [   ]

   A) Home   B) Default   C) Error   D) Browser

ANSWERS:

1	C	**11**	C	**21**	D	**31**	A
2	C	**12**	D	**22**	B	**32**	D
3	B	**13**	D	**23**	A	**33**	B
4	A	**14**	B	**24**	D	**34**	B
5	B	**15**	A	**25**	B	**35**	B
6	A	**16**	C	**26**	C	**36**	C
7	D	**17**	B	**27**	D	**37**	C
8	B	**18**	D	**28**	D	**38**	B
9	C	**19**	A	**29**	D	**39**	A
10	A	**20**	D	**30**	D	**40**	A

UNIT – 3
SYSTEM MENUS, WINDOWS, CONTROLS

1. A _____ structure defines the amount of control given to the user in performing a task. [   ]
   A) Menus   B) Control   C) Conditional   D) None

2. _____ menus are presented on a series of screens possessing only one path. [   ]
   A) Single   B) Sequential   C) Sequential linear   D) None

3. For large collections of menu alternatives screen clutter can easily occur in ____ menus [   ]
   A) Sequential   B) Single   C) Simultaneous   D) Sequential linear

4. When many relationships exist between menu alternatives, and some menu options are only appropriate depending upon a previous menu selection, _____ menus are best solutions. [   ]
   A) Simultaneous   B) Single   C) Sequential linear   D) Hierarchical

5. Hierarchical structures are characterized by _____ [   ]
   A) Height and length   B) Length and breadth
   C) Height and depth   D) Depth and breadth

6. Web sites with their navigation links is example of _____ design   [   ]
   A) Simultaneous   B) Single   C) Hierarchical   D) Sequential

7. In __ scheme the defined branching order may not fit the users conception.   [   ]
   A) Simultaneous   B) Single   C) Hierarchical   D) Sequential

8. Connected menus are networks of menus all _____ in some manner.   [   ]
   A) Disconnected   B) Inner connected   C) Intra connected   D) Inter connected

9. A connected menu system may be _____   [   ]
   A) Cyclic   B) acyclic   C) Both A & B   D) Linear

10. _____ menu gives the user full control over the navigation flow.   [   ]
   A) Connected   B) Control   C) Single   D) Sequential

11. _____ menus provide an ever-present background of control over the system's
   state and parameters while the user is working on a foreground task.   [   ]
   A) Event-Tracking   B) Event-Traveling   C) Event-Trapping   D) None

12. ____ menu may immediately change some parameter in the current environment   [   ]
   A) Single   B) Sequential linear   C) Event-Trapping   D) Connected

13. In user point of view _____ used to execute an action or procedure.   [   ]
   A) Program   B) Menu   C) Code   D) Work

14. A ___ selection directs the computer to implement an action or perform a procedure.   [   ]
   A) Admin   B) User   C) Program   D) Task

15. In some cases execution may only occur after a hierarchical menu tree is _____.   [   ]
   A) Terminated   B) Executed   C) Navigated   D) None

16. The main purpose of selecting a menu choice may simply be to _____ information   [   ]
   A) Execute   B) Display   C) Select   D) None

17. A menu consists _____ kinds of elements.   [   ]
   A) 4   B) 3   C) 2   D) 5

18. A menu's _____ provides information to keep the user oriented.   [   ]
   A) Title   B) Context   C) Content   D) None

19. The highest-level graphical system menu is commonly called the _____.   [   ]
   A) Menu Bar   B) Task Bar   C) Pull down menu   D) None

20. Occasionally a menu bar is referred to as a collection of menu _____.   [   ]
   A) Options   B) Titles   C) Both A & B   D) None

21. Menu bars are used to present _____ .   [   ]
   A) Application alternatives   B) Choices to the screen user
   C) Both A & B   D) None

22. The window title will be the _____ bar title. [   ]
    A) Task   B) Menu   C) Option   D) None

23. No window space is consumed when _____ are not used. [   ]
    A) Menu Bars   B) Pull down menus   C) Menus   D) None

24. __ menus are used to reduce the number of choices presented together for selection. [   ]
    A) Cascading   B) Pull down   C) Pull up   D) None

25. The top-level menus are simplified because some choices are _____. [   ]
    A) Visible   B) Appear   C) Hidden   D) Highlighted

26. Which among the following is characteristic of Window? [   ]
    A) A name or title, allowing it to be identified   B) A size in height and width
    C) A location, relative to the display boundary.   D) All

27. Which defines its boundaries and distinguish it from other windows? [   ]
    A) Frame   B) Boundary   C) Both A & B   D) None

28. Title bar is also called as _____ [   ]
    A) Title area   B) Caption   C) Caption bar   D) All

29. The ___contains a descriptive title identifying the purpose or content of the window. [   ]
    A) Title Bar   B) Frame   C) Caption bar   D) None

30. [?] this button refers to _____ [   ]
    A) What's This? B) What's wrong? C) Who's This?   D) Who's Wrong?

31. _____ is also called message area. [   ]
    A) Title bar   B) Status bar   C) Frame   D) Caption Bar

32. A window can be split into two or more separate viewing areas that are called ____. [   ]
    A) Planes   B) Panes   C) Plans   D) Pans

33. _____ are sometimes referred to as ribbons, toolboxes, rulers, or palettes. [   ]
    A) Menu   B) Toolbar   C) Palate   D) Specialized toolbar

34. The first and oldest kind of window are _____ windows. [   ]
    A) Over lapping B) Tiled   C) Cascading   D) None

35. _____ windows is a special type of overlapping window has the windows
    automatically arranged in a regular progression. [   ]
    A) Tiled   B) Cascading   C) Scroll down   D) None

36. We use _____ windows for Single-task activities. [   ]
    A) Tiled   B) Cascading   C) Overlapping   D) None

37. To represent an independent function or application we use _____ windows. [   ]
    A) Primary   B) Secondary   C) Dialog   D) None

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38. _____ is used when interaction with any other window must not be permitted.   [   ]
   A) Mode   B) Model   C) Modal   D) Mode less

39. __ interface is used where object and window have a simple, one-to-one relationship. [   ]
   A) Single-Document   B) Multiple-Document interface
   C) Work books   D) None

40. Use _____ windows to extend the interaction.   [   ]
   A) Primary   B) Secondary   C) Multiple   D) None

ANSWERS:

1	A	11	C	21	C	31	B
2	C	12	C	22	B	32	B
3	C	13	B	23	B	33	D
4	D	14	B	24	A	34	B
5	D	15	C	25	C	35	A
6	C	16	B	26	D	36	A
7	C	17	A	27	C	37	A
8	D	18	B	28	D	38	C
9	C	19	A	29	A	39	A
10	A	20	B	30	A	40	B

UNIT – 4
GRAPHICS, TESTING

1. ____ is set in a holder and can be rotated by hand to move cursor on a computer screen[   ]

   A) Trackball   B) Joystick   C) Mouse ball   D) None

2. A lever that can be moved in several directions to control the movement of an image is[   ]

   A) Trackball   B) Joystick   C) Mouse ball   D) None

3. A i/p device in the form of a small panel containing different touch-sensitive areas.   [   ]

   A) Trackball   B) Joystick   C) Touchpad   D) None

4. When using touch screens, objects should be ___ inches square at a minimum and separated

   by at least ____inches   [   ]

   A) 3/4, 1/8   B) 1/8, 3/4   C) 2/8, 1/4   D) 1/4, 2/8.

5. _____movable, sometimes blinking, used to indicate where data may be i/p on a screen.[   ]

   A) Pointer   B) Cursor   C) Insertion point   D) All

6. In a button, the label may consist of   [   ]

   A) Text.   B) Graphics.   C) Both A & B)   D) None.

7. An advantage of a command button is that it is _____   [   ]

   A) Always visible. B) Always hidden.   C) High in graphics.   D) Low in graphics.

8. Which of the following is not an action cause immediately using button?   [   ]

   A) Saving   B) Quitting.   C) Deleting.   D) None.

9. Generally ____ shaped buttons are preferred because they fit best.   [   ]

   A) Square.   B) Rectangle.   C) Cube.   D) Oval.

10. Common button functions should have standard _____.   [   ]

    A) Name   B) value.   C) Shape.   D) Size.

11. When a button leads to a cascading dialog, include an ____after the label.   [   ]

    A) Ellipsis (...)   B) triangle pointing.   C) double arrow (>>) D) single arrow (->)

12. The maximum number of buttons on a window can be   [   ]

    A) Six   B) Five   C) Eight   D) Seven

13. The buttons are arrayed (or) ordered from   [   ]

    A) Right to Left   B) Left to Right   C) Top to Bottom   D) Bottom Up

14. Temporarily unavailable choices button should be   [   ]

    A) Dimmed   B) Grayed out   C) Both A & B   D) None

15. The mnemonic should be the ___ character of the button's label.   [   ]

    A) First   B) Middle   C) Last   D) Any

16. A Text Entry/Read-Only control contains text that is exclusively entered or

    modified through_____.   [   ]

    A) Keyboard   B) Edited   C) Copied   D) Return.

17. When first displayed, the box may contain _____ value.   [   ]

    A) Blank.   B) Initial   C) Null   D) Both A & B

18. A text box in rectangular shape into which information is typed is also referred as   [   ]

    A) Edit Box.   B) Drop Box.   C) Fill Box.   D) Compose.

19. The information in a read-only text field is most effectively displayed on the ____   [   ]

    A) Box.   B) Background   C) Window.   D) None

20. Advantage of Text Entry/Read-Only Controls is   [   ]

    A) Flexibility.   B) Consume less screen space.

    C) Requires typewriting keyboard   D) Both A & B

21. Selection controls include   [   ]

    A) Radio buttons, check boxes   B) List boxes, drop-down

    C) Pop-up list boxes and palettes   D) All the above

22. _____set one item from a small set of mutually exclusive options   [   ]

   A) Radio buttons   B) List boxes   C) Check boxes   D) Drop Box

23. Choice descriptors show a minimum of _____ choices, a maximum of _____   [   ]

   A) 2, 4   B) 2, 8   C) 14, 28   D) 3, 4

24. "Two state nonexclusive settings" means   [   ]

   A) Radio buttons   B) List boxes   C) Check boxes   D) Drop Box

25. A controls that consisting of a series of graphical alternatives   [   ]

   A) List boxes   B) Drop-down   C) Pop-up list boxes   D) Palettes

26. A list being displayed in a fixed list box has _____size limit.   [   ]

   A) 0-6   B) 6-8   C) 12-14   D) No

27. A _____list box is a single rectangular field with a small button to the side

   and an associated hidden list of options.   [   ]

   A) List boxes   B) Check boxes   C) Drop Box   D) Drop-down/pop-up

28. Combination entry is possible for a control to possess the characteristics of both a___ [   ]

   A) Text field   B) Selection field   C) Both A&B   D) None

29. Common presentation controls are   [   ]

   A) Static text fields   B) Group boxes column headings

   C) ToolTips& balloon tips   D) All the above

30. _____are used for setting attributes, properties, or values that are mutually exclusive [   ]

   A) Spin boxes   B) Combo box   C) Both A&B   D) None

31. _____allow either typed entry in a text box or selection from a list of options in a

   permanently displayed list box attached to the text box.   [   ]

   A) Spin boxes   B) Combo box   C) Both A&B   D) None

32. In Java _____ are called "Editable choice pop-up lists"   [   ]

   A) Combo boxes   B) List boxes   C) Check boxes   D) Drop Box

33. _____provide a visual cue that a list box is hidden by including a downward-pointing

   arrow to the right of the text box.   [   ]

   A) Radio button   B) Control buttons   C) Prompt button   D) All the above

34. Selection includes   [   ]

   A) Icons   B) Radio buttons   C) Menus (drop-down list boxes)   D) All the above

35. Aided entry, also known as _____   [   ]

   A) Auto completion   B) Auto competency C) Auto compulsion D) None

36. If the data is unfamiliar or prone to typing errors, choose a _____ [ ]

   A) Selection margin   B) Combination selection   C) Selection technique D) All

37. A _____is a window that contains text scrolling horizontally. [ ]

   A) Scroller   B) scrolling ticker   C) Both A&B   D) None

38. Property considerations reflect the characteristics of the_____ [ ]

   A) Storage   B) Buttons   C) Data   D) Both B & C

39. Adequate screen space is not available in_____. [ ]

   A) Spin box   B) Combo box   C) Check box   D) None

40. Typed entry is never necessary [ ]

   A) Selection margin   B) Combination selection   C) Single selection   D) All

ANSWERS:

1	A	11	A	21	D	31	B
2	B	12	A	22	A	32	A
3	C	13	B	23	B	33	C
4	A	14	C	24	C	34	D
5	D	15	A	25	D	35	A
6	B	16	A	26	D	36	C
7	A	17	D	27	A	37	B
8	B	18	D	28	C	38	C
9	B	19	D	29	D	39	A
10	A	20	D	30	A	40	C

UNIT – 5

Software Tools, Interaction Devices

1. Switch to the next window from current window used_____? [ ]

   A) CTRL+TAB   B) ALT+TAB   C) ALT+RIGHT ARROW   D) END Key

2. Switch to the previous window from current window used_____? [ ]

   A) ALT+SHIFT+TAB   B) Home Key

   C) ALT+LEFT ARROW   D) CTRL+SHIFT+TAB

3. Close the active window used_____? [ ]

   A) CTRL+X   B) CTRL+W   C) CTRL+F4   D) b and c only

4. Restore down the size of the maximized window used_____?   [   ]

    A) ALT+F5   B) CTRL+F5   C) SHIFT+F5   D) ALT+CTRL+F5

5. To select an option from the menu bar used_____?   [   ]

    A) SHIFT+ the letter highlighted in an option   B) ALT+ the letter highlighted in an option

    C) CTRL+ the letter highlighted in an option   D) none of the above

6. To move between options in an open drop-down list, or between options in a group of options

   used_____?   [   ]

    A) Up and down arrow   B) Left arrow   C) Right arrow   D) All

7. Switch to the previous tab in a dialog box use_____?   [   ]

    A) ALT+TAB   B) SHIFT+TAB

    C) ALT+SHIFT+TAB   D) CTRL+SHIFT+TAB

8. Move to the next option or option group use_____?   [   ]

    A) ALT+TAB   B) CTRL+TAB   C) TAB   D) CTRL+RIGHT ARROW

9. To display the shortcut menu for the selected command?   [   ]

    A) CTRL+F10   B) SHIFT+F10   C) ALT+F11   D) None

10. To increase font size one value?   [   ]

    A) ALT+SHIFT+>   B) CTRL+SHIFT+>   C) CTRL+SHIFT+I   D) None

11. Which of the following is not a point-and-draw device?   [   ]

    A) Keypad   B) Trackball   C) Touch screen   D) Mouse

12. Which are the input devices that enable direct data entry into a computer system from source

   documents?   [   ]

    A) Data Scanning devices   B) Data retrieving devices

    C) Data acquiring devices   D) System Access devices

13. Which of the following is capable of recognizing a pre-specified type of mark by

   pencil or pen?   [   ]

    A) OMR   B) Winchester   C) Bar code reader   D) Image Scanner

14. Which of the following is a type of image scanner?   [   ]

    A) Flat-held   B) Hand-led   C) Flat-bed   D) Compact

15. A device used for video games, flight simulators, training simulators and for controlling industrial

   robots.   [   ]

    A) Mouse   B) Light pen   C) Joystick   D) Keyboard

16. These devices provide a means of communication between a computer and outer world. [   ]

    A) I/O   B) Storage   C) Compact   D) Drivers

17. Ctrl, Shift, and Alt are known as _____ keys.   [   ]

A) function   B) modifier   C) alphanumeric   D) adjustment

18. Which of the following is the correct application of image blurring?   [   ]

    A) Gross representation   B) Object motion

    C) Object detection   D) Image segmentation

19. Switch to the next window from current window used_____?   [   ]

    A) CTRL+TAB   B) ALT+TAB   C) ALT+RIGHT ARROW   D) END Key

20. Switch to the previous window from current window used_____?   [   ]

  A) ALT+SHIFT+TAB   B) Home Key   C) ALT+LEFT ARROW

  D) CTRL+SHIFT+TAB

21. Close the active window used_____?   [   ]

    A) CTRL+X   B) CTRL+W   C) CTRL+F4   D) b and c only

22. Restore down the size of the maximized window used_____?   [   ]

    A) ALT+F5   B) CTRL+F5   C) SHIFT+F5   D) ALT+CTRL+F5

23. To select an option from the menu bar used_____?   [   ]

    A) SHIFT+ the letter highlighted in an option   B) ALT+ the letter highlighted in an option

    C) CTRL+ the letter highlighted in an option   D) None

24. To move between options in an open drop-down list, or between options in a group of options

    used_____?   [   ]

    A) Up and Down Arrow   B) Left Arrow   C) Right Arrow   D) All

25. Switch to the previous tab in a dialog box use_____?   [   ]

    A) ALT+TAB   B) SHIFT+TAB   C) ALT+SHIFT+TAB

    D) CTRL+SHIFT+TAB

26. Move to the next option or option group use_____?   [   ]

    A) ALT+TAB   B) CTRL+TAB   C) TAB   D) CTRL+RIGHT ARROW

27. To display the shortcut menu for the selected command?   [   ]

    A) CTRL+F10   B) SHIFT+F10   C) ALT+F11   D) None

28. To increase font size one value?   [   ]

    A) ALT+SHIFT+>   B) CTRL+SHIFT+>   C) CTRL+SHIFT+I   D) None

29. Which of the following is not a point-and-draw device?   [   ]

    A) Keypad   B) Trackball   C) Touch screen   D) Mouse

30. Which are the input devices that enable direct data entry into a computer system from source

    documents?   [   ]

    A) Data scanning devices   B) Data retrieving devices

    C) Data acquiring devices   D) System Access devices

31. Which image files are lossy format? [   ]

    A) GIF   B) MPEG   C) JPEG   D) PNG

32. Which of the following is a type of image scanner? [   ]

    A) Flat-held   B) Hand-led   C) Flat-bed   D) Compact

33. A device used for video games, flight simulators, training simulators and for controlling industrial robots. [   ]

    A) Mouse   B) Light pen   C) Joystick   D) Keyboard

34. These devices provide a means of communication between a computer and outer world. [   ]

    A) I/O   B) Storage   C) Compact   D) Drivers

35. Ctrl, Shift, and Alt are known as _____ keys. [   ]

    A) function   B) modifier   C) alphanumeric   D) adjustment

36. Which of the following is the correct application of image blurring? [   ]

    A) Gross representation   B) Object motion   C) Object detection

    D) Image segmentation

37. Which of the following comes under the application of image blurring? [   ]

    A) Image segmentation   B) Object motion   C) Object detection

    D) Gross representation

38. A mouse device may be_____ [   ]

    A) electro-chemical   B) mechanical   C) optical

    D) both mechanical and optical

39. Which of the following are examples of software development tools? [   ]

    A) debuggers   B) editors   C) assemblers, compilers and interpreters

    D) All

40. The combination of text, graphics art, sound, animation and video delivered by computer or other electronic devices is called: [   ]

    A) Multimedia   B) Hyper media   C) Visual media   D) None

ANSWERS:

1	A	**11**	A	**21**	D	**31**	C
2	A	**12**	A	**22**	A	**32**	C
3	D	**13**	A	**23**	B	**33**	C
4	A	**14**	C	**24**	D	**34**	A
5	B	**15**	C	**25**	D	**35**	B
6	D	**16**	A	**26**	C	**36**	A
7	D	**17**	B	**27**	B	**37**	D
8	C	**18**	A	**28**	B	**38**	D
9	B	**19**	A	**29**	A	**39**	D
10	B	**20**	A	**30**	A	**40**	A