

COMPUTER LITERACY QUIZ

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

Answers on page 239.

Computer Literacy Questions And Answers

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Computer Literacy Questions And Answers:

Topics, Computer Education for Elementary and Secondary Schools Association for Computing Machinery. Education Board,1981 **The Best of Creative Computing** David H. Ahl,Burchenal Green,1978 Resources in education ,1988-03

Computer Literacy/Data Processing National Learning Corporation,2018 The National Teacher PRAXIS Examinations are designed to provide objective measurement of the knowledge skills and abilities required of teachers *RUN, Computer Education* Dennis O. Harper,James H. Stewart,1983 **International Conference of the Learning Sciences** Barry J. Fishman,Samuel F. O'Connor-Divelbiss,2013-04-15 The field of the learning sciences is concerned with educational research from the dual perspectives of human cognition and computing technologies and the application of this research in three integrated areas Design Design of learning and teaching environments tools or media including innovative curricula multimedia artificial intelligence telecommunications technologies visualization modeling and design theories and activity structures for supporting learning and teaching Cognition Models of the structures and processes of learning and teaching by which knowledge skills and understanding are developed including the psychological foundations of the field learning in content areas professional learning and the study of learning enabled by tools or social structures Social Context The social organizational and cultural dynamics of learning and teaching across the range of formal and informal settings including schools museums homes families and professional settings Investigations in the learning sciences approach these issues from an interdisciplinary stance combining the traditional disciplines of computer science cognitive science and education This book documents the proceedings of the Fourth International Conference on the Learning Sciences ICLS 2000 which brought together experts from academia industry and education to discuss the application of theoretical and empirical knowledge from learning sciences research to practice in K 12 or higher education corporate training and learning in the home or other informal settings **Deep Comprehension** Keith K. Millis,Debra Long,Joseph Magliano,Katja Wiemer,2018-09-25 This volume provides an overview of research from the learning sciences into understanding enhancing and measuring deep comprehension from a psychological educational and psychometric perspective It describes the characteristics of deep comprehension what techniques may be used to improve it and how deep levels of comprehension may be distinguished from shallow ones It includes research on personal level variables how intelligent tutors promote comprehension and the latest developments in psychometrics The volume will be of interest to senior undergraduate and graduate students of cognitive psychology learning cognition and instruction and educational technology **Computers in Mathematics** David H. Ahl,1980 Educom ,1984 Vols for 197 include Edunet news ISSN 0146 1788 **Artificial Intelligence in Education** Ulrich Hoppe,Maria Feliza Verdejo,Judy Kay,2003 This work reports on research into intelligent systems models and architectures for educational computing applications It covers a wide range of advanced information and communication and computational methods applied to education and training Compute ,1985 Wisconsin Educational Standards

Wisconsin. Department of Public Instruction,1991 **A Quiz Manual for Computer Literacy 1994-95** Hugh L. McHenry,1994-03-01 This book is a collection of 101 quizzes for general education computer literacy Each quiz contains 10 multiple choice questions Some questions are designed to validate what you know others to teach new concepts The manual is designed for students to collaborate on finding answers Discussion is encouraged The point behind the questions is to promote learning not to take a test Intro *Data Network Design Strategies* Daniel Gonneau,Data Communications Magazine Staff,Communications Data,1990 **Data Communications** ,1986-05 **THE Journal** ,1984 Electronic Education ,1983 *Educational Computing Foundations* Michael R. Simonson,Ann D. Thompson,1997 Computers in Education Educational Computing Foundations provides readers with the basic information necessary to use computers professionally in the classroom It is a comprehensive modern easy to read discussion of the past present and future uses of the computer in teaching learning and training Drawing from a vast wealth of the latest research and literature on educational computing the Third Edition reflects the most recent relevant tools and techniques in coverage that is applicable to a variety of situations *Proceedings of the ... International Joint Conference on Artificial Intelligence* ,1999

Multimedia, Computer Graphics and Broadcasting Dominik Slezak,William I. Grosky,Niki Pissinou,Timothy K. Shih,Tai-hoon Kim,Byeong-Ho Kang,2010-05-10 As future generation information technology FGIT becomes specialized and fragmented it is easy to lose sight that many topics in FGIT have common threads and because of this advances in one discipline may be transmitted to others Presentation of recent results obtained in different disciplines encourages this interchange for the advancement of FGIT as a whole Of particular interest are hybrid solutions that combine ideas taken from multiple disciplines in order to achieve something more significant than the sum of the individual parts Through such hybrid philosophy a new principle can be discovered which has the propensity to propagate throughout multifaceted disciplines FGIT 2009 was the first mega conference that attempted to follow the above idea of hybridization in FGIT in a form of multiple events related to particular disciplines of IT conducted by separate scientific committees but coordinated in order to expose the most important contributions It included the following international conferences Advanced Software Engineering and Its Applications ASEA Bio Science and Bio Technology BSBT Control and Automation CA Database Theory and Application DTA Disaster Recovery and Business Continuity DRBC published independently Future Generation Communication and Networking FGCN that was combined with Advanced Communication and Networking ACN Grid and Distributed Computing GDC Multimedia Computer Graphics and Broadcasting MulGraB Security Technology SecTech Signal Processing Image Processing and Pattern Recognition SIP and e Service Science and Technology UNESST

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