

ECAT Computer Science Chapter 3 The Peripheral Devices Online Test

Sr	Questions	Answers Choice
1	A bar code reader is an example of a(n).	A. processing device B. storage device C. Input device D. output device
2	A graph prepared by a computer.	A. Is its output B. Is the piece of information to user C. Is a hard copy D. All of the above
3	A hard disk can be backed up efficiently using.	A. WORM B. a transaction file C. a tape backup system D. zoning
4	A computer that accepts handwritten input on a screen.	A. minicomputer B. desktop computer C. mainframe D. pen-based computer
5	A way of physically organizing data on a disk pack to minimize seek time uses.	A. sequential file B. removable hard C. the cylinder method D. Winchester technology
6	The most commonly used character code/s transmission is/are	A. EBCDIC B. ASCII C. both EBCDIC and ASCII D. neither EBCDIC and ASCII
7	A one-color screen on a black background is called.	A. monochrome B. addressable C. blank D. liquid crystal display
8	The ability to return a changed disk record to its original location is called.	A. magneto-optical B. rotational delay C. multimedia D. updating in place
9	The major disadvantage of magnetic tapes is.	A. cost B. unreliability of store data C. slow data recording D. data is to be accessed sequentially
10	Records stored on a Direct Access storage device.	A. must be read in a specific order B. must be read in groups C. must be read directly D. must be read sequentially or directly
11	Assigning more sectors to outer disk tracks is called.	A. zone recording B. randomizing C. data transfer D. sectoring
12	Shift of a register by one bit to left in binary code is equivalent to.	A. addition of 2 B. subtraction of 2 C. division by 2 D. multiplication by 2
13	A storage medium which cannot support both direct-access and sequential-access application is.	A. magnetic drum B. hard disk C. magnetic tape D. floppy disk
14	A pictorial screen symbol that represents a computer activity is called a(n).	A. pointer B. touch screen C. icon D. MICR

- B. data transfer time
 - C. direct time
 - D. cylinder time
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