

ECAT Computer Science Online Test

| Sr | Questions | Answers Choice |
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| 1 | Which of the following is termed as minimum error code? | A. Binary code B. Gray code C. Excess 3-code D. Octal code |
| 2 | The act of reading new data into a register | A. erases the previous contents of the register B. is usually not possible C. is possible only when the register is an accumulator D. is possible only when the register is an accumulator or instruction register |
| 3 | The correct order of data hierarchy is | A. bit-byte-record-field-file-data base B. bit-byte-record-field-file-data base C. bit-byte-file-record-field-data base D. bit-byte-field-record-file-data base |
| 4 | An error in a computer hardware and software is called a bug. Another name for it is | A. glitch B. hacker C. virus D. pixel |
| 5 | How many input leads will be required for a chip containing four two-input Not gates? | A. 7 B. 14 C. 12 D. 13 |
| 6 | Which of the following IC logic family has maximum fan out capacity? | A. TTL B. DTL C. MOS D. CMOS |
| 7 | A computer process information | A. as directed by the operator B. automatically C. at once D. gradually and eventually |
| 8 | Diodes are used in analog computer circuit as | A. phase shifter B. rectifier C. binary logic D. limiter |
| 9 | Pick up wrong statement regarding analog computers | A. Initial conditions during integration operation are imposed in an analog computer during reset mode B. Differentiators in analog circuit are not popular, because they are incapable of handling noisy ramp signals C. Memory or storage is an essential component of an analog computer D. Repetitive operations of analog computers are done to get a display on oscilloscope |
| 10 | A typical microcomputer has 64 K memory. It has 65,536 registers, each register storing 1 byte. Each register is called | A. memory location B. address C. byte D. word |
| 11 | The five basic parts of a computer system are | A. hardware, software, memory, VDU, and magnetic tape B. store, arithmetic and logic unit, control unit, input device, and output device C. CPU, ALU, software, firmware, and operating system D. data bus, control lines, address bus, memory, and printer |
| 12 | Most of the errors in computer system could be attributed due to | A. virus B. programming errors C. hardware problems D. software problems |

D. data entry errors

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| 13 | The fastest type of ADC is | A. time interval B. parallel C. closed loop D. successive |
| 14 | A group of electronic, magnetic, or mechanical devices that store data is called | A. register B. address C. program D. software |
| 15 | The term 'word' in computer terminology refers to | A. bit formed into groups B. coded instructions C. memory size D. language used |
| 16 | Retaining data for future reference is called | A. storing B. sorting C. memorizing D. programming |
| 17 | Computer follows a simple rule called GIGO, GIGO stand for | A. good input, good output B. great instructions, great output C. garbage in, garbage out D. gated input, gated output |
| 18 | In EBCDIC (extended binary coded decimal interchange code) each character is denoted by | A. 3 bits B. 4 bits C. 5 bits D. 8 bits |
| 19 | Super computers are usually designed to process complex scientific applications and the computational speed of the system is most important. Each address in the CRAY-1 holds | A. 16 bits of information B. 32 bits of information C. 48 bit of information D. 64 bits of information |
| 20 | NOS refers to | A. network open system B. booting C. network operating system D. round-robin scheduling |
| 21 | Another name for virtual memory is | A. virtual page B. foreground C. background D. utility |
| 22 | The signal that the computer is awaiting a command from the user | A. prompt B. time slice C. event D. interrupt |
| 23 | Prewritten standard file-handling programs are called | A. pull-down menus B. language C. supervisors D. utilities |
| 24 | The memory area for programs with highest priority | A. page frames B. the background C. shells D. queues |
| 25 | Page frames are typically | A. 1K or 2K bytes B. 3K or 4K bytes C. 2K or 3K bytes D. 2K or 4K bytes |
| 26 | Take-a-turn time-sharing | A. spooling B. interfacing C. round-robin-scheduling D. prompting |
| 27 | An on-screen picture | A. page B. NOC C. icon D. spool |
| 28 | The time between the user's request and the computer's reply | A. concurrent time B. response time C. allocation time D. event time |
| 29 | The corresponding memory spaces for pages are called | A. page utility B. page frames C. page blocks D. page modules |
| | In multiprogramming, the process of confining each program to certain defined limits in | A. spooling B. time sharing |

in multiprogramming, the process of confining each program to certain defined limits in memory is called

- B. time-sharing
 - C. program scheduling
 - D. memory protection
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