

## GAT Subject Computer Science Analytical Online MCQs

| Sr | Questions             | Answers Choice                                                                                             |
|----|-----------------------|------------------------------------------------------------------------------------------------------------|
| 1  | Immaculate : Spotless | A. Fastidious : Punctilious<br>B. Careless : Carefree<br>C. Mitigate : Pain<br>D. Allay : Aggravate        |
| 2  | Giggle : Chortle      | A. Smile : Grin<br>B. Melancholy : Antipathy<br>C. Insipid : Charming<br>D. Edifice : Facade               |
| 3  | Zenith ; Nadir        | A. Serious : Sober<br>B. Food : Hungry<br>C. Peak : Foot<br>D. Majestic : Sublime                          |
| 4  | Foot : Toe            | A. Body ; Legs<br>B. Belly ; Intestines<br>C. Hand ; Finger<br>D. Nail : Finger                            |
| 5  | virus: Disease        | A. Discussion : Fight<br>B. Desire : Success<br>C. Bombardment : Destruction<br>D. Suggestion : Acceptance |
| 6  | Death : Lament        | A. Impose : Fine<br>B. Cast : Vote<br>C. Make : Furniture<br>D. Celebrate : Centenary                      |
| 7  | Speech : Peroration   | A. Dinner : Dessert<br>B. Country : Boundary<br>C. Argument : Conclusion<br>D. Style : Debate              |
| 8  | Wheel ; Hub           | A. Sea : Island<br>B. Body : Heart<br>C. Ruling party : Cabinet<br>D. Life : Happiness                     |
| 9  | Fresh : New           | A. Disease : Malaise<br>B. Supercilious : Meek<br>C. Epical : Humorous<br>D. Indigent : Affluent           |
| 10 | Turbid : Muddy        | A. River :Lake<br>B. Huge : Colossal<br>C. Tree : Darkness<br>D. Bell : Ring                               |
| 11 | Flurry : Confusion    | A. Water : Thirst<br>B. Night : Sleep<br>C. Colour:Attraction<br>D. Intimidate :Fear                       |
| 12 | Thin : Sparse         | A. Tract : Tome<br>B. Prologue : Epilogue<br>C. Preface : Book<br>D. Corpulent : Obese                     |
| 13 | Work : Tired          | A. Player : Field<br>B. Swim : Pool<br>C. Race : Fatigue<br>D. Book ; Knowldege                            |
| 14 | Sad : Morose          | A. Robust : Weak<br>B. Ingress : Egress<br>C. Grass : Food<br>D. Glad : Happy                              |
| 15 | Oasis : Desert        | A. Lunch: Desert<br>B. Inveigh : Inveigle<br>C. Forest : Jungle<br>D. Affluence : Poverty                  |

