

## Physics ICS Part 1 Full Book Mcq's Online Test

| Sr | Questions   | Answers Choice  |
|----|---|---|
| 1  | Rate of change of displacement is called                                    | A. Speed<br>B. Velocity<br>C. Kinetic energy<br>D. None of these  |
| 2  | Rate of change of velocity is called  | A. Speed<br>B. Acceleration<br>C. Displacement<br>D. Torque   |
| 3  | The shortest distance between two points is called                          | A. Distance<br>B. Amplitude<br>C. Displacement<br>D. Is a number  |
| 4  | The motion and rest are   | A. Absolute<br>B. Relative<br>C. Mutual<br>D. All of these  |
| 5  | In matter, the Atoms are in a state of never ending                         | A. Motion<br>B. Rest<br>C. Change<br>D. State of decline  |
| 6  | When a vector is multiplied by a (-)ve number its direction                 | A. Remains constant<br>B. Reversed<br>C. Change by 90°<br>D. None of these                                    |
| 7  | The components of a vector which are perpendicular to each other are called | A. Horizontal components<br>B. Vertical components<br>C. Rectangular components<br>D. All of these            |
| 8  | Parallel vectors of same magnitude will be                                  | A. Equal<br>B. Opposite<br>C. Both a and b<br>D. None of these  |
| 9  | The direction of null vector can be   | A. (+) ve<br>B. (-) ve<br>C. Arbitrary<br>D. Zero   |
| 10 | The sum of two or more vectors will be a single vector called               | A. Component vector<br>B. Position vector<br>C. -ve vector<br>D. Resultant vector                             |
| 11 | Question Image  | A. Unit vector<br>B. +ve of a vector<br>C. Resultant vector<br>D. -ve of a vector                             |
| 12 | Question Image  |   |
| 13 | The subtraction of a vector is equivalent to the addition with              | A. Same direction<br>B. Perpendicular direction<br>C. Reversed direction<br>D. All of these                   |
| 14 | Head to tail rule is used for   | A. Addition of vectors<br>B. Subtraction of vectors<br>C. Multiplication of vectors<br>D. Division of vectors |
| 15 | The angle between x-axis, y-axis and z-axis is                              | A. 45°<br>B. 60°<br>C. 75°<br>D. 90°  |
| 16 | Direction of a vector in space requires                                     | A. Two axis<br>B. Three axis<br>C. Four axis  |

D. Both a and b

17

Usually the x-axis is taken as

- A. Vertical axis
- B. Horizontal axis
- C. +ve axis
- D. -ve axis