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C02.03.Input/Output (I/O)

TRUE/FALSE

1. A touch screen monitor can serve as both an input and an output device.

   ANS: T PTS: 1 REF: Concepts > Hardware > Input/Output (I/O)

2. Display size for computer monitors is measured horizontally.

   ANS: F PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Display

3. Adding a webcam to your computer for a video conference is considered expansion.

   ANS: T PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Expansion

4. It is possible to use your smart phone as an output device to change the channels on your television.

   ANS: T PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Output Device

5. Resolution is measured by the physical size of your screen.

   ANS: F PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Display

6. The purpose of a video card is to manage all images sent to a computer's display.

   ANS: T PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Video Card

7. Businesses rely on stored, machine-readable data to keep track of customers.

   ANS: T PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Input Device

8. Automating data entry through the use of scanners improves accuracy and efficiency.

   ANS: T PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Input Device

9. Special-purpose input devices have greatly enhanced the gaming industry.

   ANS: T PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Special-Purpose Input Device

10. Output can be in the form of a vibration from your cell phone.

    ANS: T PTS: 1
    REF: Concepts > Hardware > Input/Output (I/O) > Output Device

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11. 3D printers print on paper, but use a new laser technology to make images appear three dimensional.

ANS: F PTS: 1
REF: Concepts > Hardware > Input/Output (I/O) > Printer

MULTIPLE CHOICE

1. Two types of _____ are voice commands and marks on paper.
   a. software
   b. output
   c. input
   d. flash

   ANS: C PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Input Device

2. A mouse and a touch pad are examples of ____ devices.
   a. output
   b. pointing
   c. resolution
   d. multitouch

   ANS: B PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > General-Purpose Input Device

3. One advantage of _____ printers is their ability to output realistic objects.
   a. 3D
   b. laser
   c. high-definition
   d. photo

   ANS: A PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Printer

4. The speed of a printer is measured in _____ per minute.
   a. rotations
   b. pages
   c. characters printed
   d. dots

   ANS: B PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Printer

5. Monitor display size is measured _____.
   a. horizontally
   b. vertically
   c. diagonally
   d. in megahertz

   ANS: C PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Display

6. A computer offers specific _____ to connect peripherals such as keyboards or printers.
   a. graphics
   b. bays
   c. converters
   d. ports

   ANS: D PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Expansion

7. _____ was invented to standardize computer interfaces around one type of connection.
   a. The expansion card
   b. The USB port
   c. Blu-ray
   d. OLED

   ANS: B PTS: 1

REF: Concepts > Hardware > Input/Output (I/O) > Expansion

8. The iPad and other tablets take advantage of _____, allowing the user to use more than one finger to manipulate a display.
   a. pointing devices
   b. touch codes
   c. optical scanners
   d. multitouch displays

   ANS: D PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > General-Purpose Input Device

9. Large retail stores use _____ terminals to track purchases and inventory.
   a. OCR
   b. OMR
   c. MICR
   d. POS

   ANS: D PTS: 1
   REF: Concepts > Hardware > Input/Output (I/O) > Special-Purpose Input Device

10. Speakers are always classified as _____ devices.
    a. external
    b. internal
    c. output
    d. input

    ANS: C PTS: 1
    REF: Concepts > Hardware > Input/Output (I/O) > Output Device

11. A video card can be found inside the computer, plugged into the _____.
    a. power supply
    b. motherboard
    c. RAM
    d. ROM

    ANS: B PTS: 1
    REF: Concepts > Hardware > Input/Output (I/O) > Video Card

12. Video cards have their own _____.
    a. output device
    b. DASD
    c. sockets
    d. memory

    ANS: D PTS: 1
    REF: Concepts > Hardware > Input/Output (I/O) > Video Card

13. A _____ display type uses polarization technologies to add depth and realism for the viewer.
    a. plasma
    b. 3D
    c. projector
    d. CRT

    ANS: B PTS: 1
    REF: Concepts > Hardware > Input/Output (I/O) > Display

14. An all-in-one _____ combines functions such as faxing and scanning.
    a. plotter
    b. printer
    c. display
    d. CPU

    ANS: B PTS: 1
    REF: Concepts > Hardware > Input/Output (I/O) > Printer

15. Output that you can feel is called _____ output.
    a. OLED
    b. tactile
    c. aural
    d. haptic

ANS: D PTS: 1
REF: Concepts > Hardware > Input/Output (I/O) > Audio and Special Media Output

16. Which of the following is an example of a special-purpose input device?
    a. LED
    b. LCD
    c. OCR
    d. CRT

    ANS: C PTS: 1
    REF: Concepts > Hardware > Input/Output (I/O) > Special-Purpose Input Device

17. Through the use of _____, pilots can simulate flights without ever leaving the ground.
    a. haptic output
    b. screen readers
    c. mobile devices
    d. virtual reality

    ANS: D PTS: 1
    REF: Concepts > Hardware > Input/Output (I/O) > Audio and Special Media Output

18. _____ relies on voice input to respond with a computer-generated reply.
    a. Siri
    b. Bluetooth
    c. A touch pad
    d. The Wii game system

    ANS: A PTS: 1
    REF: Concepts > Hardware > Input/Output (I/O) > General-Purpose Input Device

C01.01.Digital Literacy

TRUE/FALSE

1. Digital literacy has become a requirement for most careers.

   ANS: T PTS: 1 REF: Concepts > Digital Technology > Digital Literacy

2. A computer-literate individual is expected to understand a computer's uses and how it operates.

   ANS: T PTS: 1
   REF: Concepts > Digital Technology > Digital Literacy > Computer Literacy

3. An example of digital convergence is a smart phone, which combines many digital functions into one device.

   ANS: T PTS: 1
   REF: Concepts > Digital Technology > Digital Literacy > Digital Convergence

4. The main purpose of a computer is to process useful information into data.

   ANS: F PTS: 1
   REF: Concepts > Digital Technology > Digital Literacy > Computer

5. QWERTY code is the standard used to represent keyboard characters in digital form.

   ANS: F PTS: 1
   REF: Concepts > Digital Technology > Digital Literacy > Character Encoding

6. A group of eight bits is called a hexadecimal value.

   ANS: F PTS: 1
   REF: Concepts > Digital Technology > Digital Literacy > Bits and Bytes

7. The electronic instructions that tell a computer what to do are commonly referred to as hardware.

   ANS: F PTS: 1
   REF: Concepts > Digital Technology > Digital Literacy > Computer

8. It will be years before researchers can transform text from a book's page into a digital representation.

   ANS: F PTS: 1
   REF: Concepts > Digital Technology > Digital Literacy > Digitization

9. A bit has three states: on, off, and null.

   ANS: F PTS: 1
   REF: Concepts > Digital Technology > Digital Literacy > Value Encoding/Binary Number System

MULTIPLE CHOICE

1. The term _____ best describes the level of technology skills needed in today's business world.

a. computer knowledge
b. computer fluency
c. computer digitization
d. computer information

ANS: B PTS: 1
REF: Concepts > Digital Technology > Digital Literacy > Computer Literacy

2. Computer _____ capture(s) the essence of today's business expectations for knowledge workers within their organizations.
a. literacy
b. fluency
c. engineers
d. analysts

ANS: B PTS: 1
REF: Concepts > Digital Technology > Digital Literacy > Computer Literacy

3. A general-purpose computer relies on the _____ being used to perform an activity.
a. output
b. storage
c. software
d. literacy

ANS: C PTS: 1
REF: Concepts > Digital Technology > Digital Literacy > Computer

4. A computer relies on the combination of _____ and _____ to turn input into output.
a. analog waves, digital waves
b. the Internet, web sites
c. electrical devices, electrical charges
d. hardware, software

ANS: D PTS: 1
REF: Concepts > Digital Technology > Digital Literacy > Computer

5. A computer that manages data and produces information often uses a _____ to organize and deliver it.
a. scanner
b. stylus
c. server
d. database

ANS: D PTS: 1
REF: Concepts > Digital Technology > Digital Literacy > Computer

6. The prefix *Giga* represents approximately one _____ units of information.
a. thousand
b. million
c. billion
d. trillion

ANS: C PTS: 1
REF: Concepts > Digital Technology > Digital Literacy > Bits and Bytes

7. A _____ can represent a digit, a letter, or a color.
a. byte
b. decimal
c. scheme
d. sample

ANS: A PTS: 1
REF: Concepts > Digital Technology > Digital Literacy > Bits and Bytes

8. A computer uses _____ to display an image after it has been digitized.
a. icons
b. digits
c. samples
d. pixels

ANS: D PTS: 1
REF: Concepts > Digital Technology > Digital Literacy > Digitization

9. Using analog-to-_____ conversion, we are able to digitize the things we see and hear.
   a. wave
   b. high-speed
   c. digital
   d. color

   ANS: C PTS: 1
   REF: Concepts > Digital Technology > Digital Literacy > Digitization

10. Personal music videos that combine user-generated photos with audio music are a good example of _____.
    a. parallel processing
    b. digital convergence
    c. computer literacy
    d. ASCII

    ANS: B PTS: 1
    REF: Concepts > Digital Technology > Digital Literacy > Digital Convergence

11. Thanks to _____, voice and data traveling together through our telecommunications lines will be seamless.
    a. VIP
    b. ViIP
    c. VoIP
    d. ASCII

    ANS: C PTS: 1
    REF: Concepts > Digital Technology > Digital Literacy > Digital Convergence

12. ASCII is the encoding standard used to represent _____ in digital form.
    a. video
    b. audio
    c. keyboard characters
    d. signals

    ANS: C PTS: 1
    REF: Concepts > Digital Technology > Digital Literacy > Character Encoding

13. The Unicode encoding scheme is used to add support for _____ character sets.
    a. EBCDIC
    b. national
    c. standard
    d. international

    ANS: D PTS: 1
    REF: Concepts > Digital Technology > Digital Literacy > Character Encoding

14. The _____ system is used to represent RGB color in digital graphics.
    a. binary
    b. hexadecimal
    c. unary
    d. decimal

    ANS: B PTS: 1
    REF: Concepts > Digital Technology > Digital Literacy > Value Encoding/Binary Number System

15. What two values represent the binary number system?
    a. 1 and 2
    b. 0 and -1
    c. 0 and 1
    d. A and B

    ANS: C PTS: 1
    REF: Concepts > Digital Technology > Digital Literacy > Value Encoding/Binary Number System

16. A common measurement for hard drive storage today is _____.
    a. kilobytes
    b. gigabytes
    c. exabytes
    d. megabits

    ANS: B PTS: 1

REF: Concepts > Digital Technology > Digital Literacy > Bits and Bytes

17. The _____ system, which uses only two digits, 1 and 0, is commonly used for representing values in computers.

a. RGB
b. decimal number
c. hexadecimal number
d. binary number

ANS: D PTS: 1
REF: Concepts > Digital Technology > Digital Literacy > Value Encoding/Binary Number System

C01.02.Computing Platforms

TRUE/FALSE

1. Microsoft Internet Explorer is an example of a computing platform.

   ANS: F PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms

2. A personal computer (PC) is designed to meet the computing needs of an individual.

   ANS: T PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Personal Computer

3. A tablet's key feature is its touch-sensitive display.

   ANS: T PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Personal Computer

4. Mobile computing typically relies on the use of some type of battery-powered device.

   ANS: T PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Mobile Computing

5. The primary purpose of a mobile computing device is to store personal information on the go.

   ANS: F PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Mobile Computing

6. Personal computers are only available in two platforms: Microsoft Windows and Apple Mac.

   ANS: F PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms

7. The Internet is an example of a peer-to-peer network.

   ANS: F PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Server

8. Information stored in the "cloud" is accessible at any time, with or without an Internet connection.

   ANS: F PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Synchronization

9. Solid-state storage technologies provide gigabytes of storage capacity in a space no larger than a fingernail.

   ANS: T PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Mobile Computing

10. Accessing common files across multiple devices in order and allowing the devices to communicate with each other to update all copies is called sky-driving.

ANS: F PTS: 1
REF: Concepts > Digital Technology > Computing Platforms > Synchronization

11. Servers always contain multiple processors, sometimes numbering in the thousands.

ANS: F PTS: 1
REF: Concepts > Digital Technology > Computing Platforms > Server

MULTIPLE CHOICE

1. Typical _____ computing providers deliver common software online that is accessed from another web service or browser.
   a. synchronized
   b. cloud
   c. media
   d. gaming

   ANS: B PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Synchronization

2. Users of iPods and iPhones are well acquainted with the process of _____ files.
   a. switching
   b. clustering
   c. embedding
   d. synchronizing

   ANS: D PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Synchronization

3. The largest servers are called _____ servers.
   a. super
   b. mainframe
   c. peer-to-peer
   d. client

   ANS: B PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Server

4. A _____ is an example of a computer assigned to a special task.
   a. kiosk
   b. smart phone
   c. Mac
   d. PC

   ANS: A PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Special-Purpose Computer

5. The _____ computer platform provides a lot of computing power, such as for gaming, at a single location.
   a. notebook
   b. netbook
   c. desktop
   d. tablet

   ANS: C PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Personal Computer

6. A popular term used to identify devices such as the iPad is _____.
   a. handheld computer
   b. smart phone
   c. tablet PC
   d. netbook

   ANS: C PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Personal Computer

7. One thing to consider when choosing a mobile device is _____.
   a. battery life
   b. keyboard compatibility
   c. desk space
   d. netiquette

   ANS: A PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Mobile Computing

8. A Kindle eBook reader is an example of a(n) _____ computer.
   a. operating system
   b. special-purpose
   c. slate
   d. personal digital assistant

   ANS: B PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Special-Purpose Computer

9. The large tower case that houses a desktop PC's circuit boards is known as the _____.
   a. tablet
   b. CPU
   c. system unit
   d. motherboard

   ANS: C PTS: 1
   REF: Concepts > Digital Technology > Computing Platforms > Personal Computer

10. Cloud computing is not possible without _____.
    a. parallel processing
    b. an Internet connection
    c. Google
    d. iTunes

    ANS: B PTS: 1
    REF: Concepts > Digital Technology > Computing Platforms > Synchronization

11. Embedded systems can be found in all of the following EXCEPT _____.
    a. air-conditioning systems
    b. digital watches
    c. cloud computers
    d. nuclear power plants

    ANS: C PTS: 1
    REF: Concepts > Digital Technology > Computing Platforms > Special-Purpose Computer

12. The most powerful type of computer is a _____.
    a. supercomputer
    b. distributed database system
    c. cloud computer
    d. mainframe

    ANS: A PTS: 1
    REF: Concepts > Digital Technology > Computing Platforms > Supercomputer

13. A _____ provides content that is accessible on the World Wide Web.
    a. file server
    b. web server
    c. game server
    d. print server

    ANS: B PTS: 1
    REF: Concepts > Digital Technology > Computing Platforms > Server

14. Which of the following is an example of a cellular network platform?
    a. Apple Mac
    b. DASD
    c. Blade
    d. GSM

    ANS: D PTS: 1
    REF: Concepts > Digital Technology > Computing Platforms

C02.01.Processing

TRUE/FALSE

1. The speed of the bus can impact the overall performance of a CPU.

   ANS: T PTS: 1 REF: Concepts > Hardware > Processing > Bus

2. In a trend called BYOD (for "bring your own data"), workers are increasingly bringing portable hard drives to work.

   ANS: F PTS: 1 REF: Concepts > Hardware > Processing

3. The CPU is a group of circuits that perform processing in a computer.

   ANS: T PTS: 1
   REF: Concepts > Hardware > Processing > Central Processing Unit (CPU)

4. Software instructions are processed in the machine cycle of the processor.

   ANS: T PTS: 1
   REF: Concepts > Hardware > Processing > Machine Cycle

5. A motherboard can be found in almost all digital electronics devices.

   ANS: T PTS: 1 REF: Concepts > Hardware > Processing > Motherboard

6. The machine cycle and the system clock work together when processing instructions.

   ANS: T PTS: 1
   REF: Concepts > Hardware > Processing > Machine Cycle

7. Transistors today are so small that over two billion can be stored on a surface the size of your thumbnail.

   ANS: T PTS: 1 REF: Concepts > Hardware > Processing > Transistor

8. Optical computing and quantum computing are two new promising types of mobile processing technology.

   ANS: F PTS: 1 REF: Concepts > Hardware > Processing > Moore's Law

9. A transistor is an electronic component that opens or closes a circuit.

   ANS: T PTS: 1 REF: Concepts > Hardware > Processing > Transistor

10. Processing is basically turning information into data.

    ANS: F PTS: 1 REF: Concepts > Hardware > Processing

11. An integrated circuit is a chip that can contain millions of transistors.

ANS: T PTS: 1
REF: Concepts > Hardware > Processing > Integrated Circuit

12. A quad-core processor combines four CPUs on one chip to share the workload and speed up processing.

ANS: T PTS: 1
REF: Concepts > Hardware > Processing > Multicore Processor

MULTIPLE CHOICE

1. A CPU component known as the _____ carries out the instructions used for mathematical and logical operations.
   a. control unit
   b. ALU
   c. register
   d. system clock

   ANS: B PTS: 1
   REF: Concepts > Hardware > Processing > Central Processing Unit (CPU)

2. The _____ is housed in the CPU and temporarily stores frequently used data.
   a. FPU
   b. ALU
   c. cache
   d. system clock

   ANS: C PTS: 1
   REF: Concepts > Hardware > Processing > Central Processing Unit (CPU)

3. _____ systems utilize hundreds or thousands of CPUs working together.

   a. Serial processing
   b. Massive parallel processing
   c. Multitasking operating
   d. DASD

   ANS: B PTS: 1
   REF: Concepts > Hardware > Processing > Multiprocessing

4. The speed of the _____ influences how fast the processor can process data.
   a. critical transistor
   b. storage device
   c. software
   d. internal clock

   ANS: D PTS: 1
   REF: Concepts > Hardware > Processing > Central Processing Unit (CPU)

5. A gaming system takes advantage of _____ processors to power up its speed and performance.
   a. central
   b. multicore
   c. cycle
   d. multitasking

   ANS: B PTS: 1
   REF: Concepts > Hardware > Processing > Multicore Processor

6. Using Moore's Law, we can gauge how fast _____ might be in the coming years.
   a. Internet access
   b. processors
   c. magnetic disk storage
   d. telecommunications

   ANS: B PTS: 1 REF: Concepts > Hardware > Processing > Moore's Law

7. Integrated circuits are also known as _____.
   a. monochips
   b. macrochips
   c. minichips
   d. microchips

   ANS: D PTS: 1
   REF: Concepts > Hardware > Processing > Integrated Circuit

8. Moore's Law states that the number of transistors on a chip will double about every _____ months.
   a. 10
   b. 12
   c. 36
   d. 24

   ANS: D PTS: 1 REF: Concepts > Hardware > Processing > Moore's Law

9. The specifications of a computer usually include the speed of the _____ bus.
   a. front side
   b. PCI
   c. LPC
   d. back side

   ANS: A PTS: 1 REF: Concepts > Hardware > Processing > Bus

10. The _____ plays an important role in transforming data into useful information.
    a. clock speed
    b. LPC bus
    c. hard drive
    d. processor

    ANS: D PTS: 1 REF: Concepts > Hardware > Processing

11. The _____ is the key active component in practically all modern electronics.
    a. port
    b. adapter
    c. transistor
    d. amplifier

    ANS: C PTS: 1 REF: Concepts > Hardware > Processing > Transistor

12. Transistors control the flow of _____ by switching electrical pulses on and off.
    a. atoms
    b. neutrons
    c. protons
    d. electrons

    ANS: D PTS: 1 REF: Concepts > Hardware > Processing > Transistor

13. An integrated circuit may hold thousands, millions, or even billions of _____.
    a. buses
    b. transistors
    c. chips
    d. instructions

    ANS: B PTS: 1
    REF: Concepts > Hardware > Processing > Integrated Circuit

14. All of the following are common kinds of multicore processors EXCEPT _____.
    a. dual-core
    b. triple-core
    c. quad-core
    d. mega-core

    ANS: D PTS: 1
    REF: Concepts > Hardware > Processing > Multicore Processor

15. The size and shape of the _____ influences what a system component may look like.
    a. bus
    b. motherboard
    c. microprocessor
    d. transistor

    ANS: B PTS: 1 REF: Concepts > Hardware > Processing > Motherboard

16. Employees have been the driving force in making _____ the most popular hardware brand today.
    a. Microsoft
    b. Apple
    c. Dell
    d. Unix

    ANS: B PTS: 1 REF: Concepts > Hardware

17. All of the following sequences are stages of the machine cycle EXCEPT _____.
    a. fetch
    b. decode
    c. sort
    d. store

    ANS: C PTS: 1
    REF: Concepts > Hardware > Processing > Machine Cycle

C02.02.Storage

TRUE/FALSE

1. In computing and digital technologies, *storage* refers to the ability to maintain data within the system temporarily or permanently.

   ANS: T PTS: 1 REF: Concepts > Hardware > Storage

2. The CPU works separately from RAM on unrelated tasks.

   ANS: F PTS: 1
   REF: Concepts > Hardware > Storage > Random Access Memory (RAM)

3. RAM can be inserted into slots on a motherboard to expand storage on some computers.

   ANS: T PTS: 1
   REF: Concepts > Hardware > Storage > Random Access Memory (RAM)

4. Magnetic storage is considered permanent storage.

   ANS: T PTS: 1
   REF: Concepts > Hardware > Storage > Magnetic Storage

5. Video memory plays an important role in how data is stored on a computer and is also called GPU.

   ANS: F PTS: 1 REF: Concepts > Hardware > Storage > Video Memory

6. A Blu-ray disc is an example of solid-state storage.

   ANS: F PTS: 1
   REF: Concepts > Hardware > Storage > Solid-State Storage

7. Read-only memory (ROM) provides temporary optical storage for data and instructions on discs.

   ANS: F PTS: 1
   REF: Concepts > Hardware > Storage > Read Only Memory (ROM)

8. The process of writing to an optical disc is sometimes called laser-etching.

   ANS: F PTS: 1 REF: Concepts > Hardware > Storage > Optical Storage

MULTIPLE CHOICE

1. Most of today's PCs come equipped with at least 512 _____ of video memory.
   a. gigabytes
   b. megabytes
   c. kilobytes
   d. bytes

   ANS: B PTS: 1 REF: Concepts > Hardware > Storage > Video Memory

2. ROM is used for important programs like _____, which come(s) from the manufacturer.
   a. RAM
   b. VRAM
   c. firmware
   d. mobile apps

   ANS: C PTS: 1
   REF: Concepts > Hardware > Storage > Read Only Memory (ROM)

3. Which of the following is an example of optical storage?
   a. hard disk
   b. CD
   c. RAM
   d. USB drive

   ANS: D PTS: 1 REF: Concepts > Hardware > Storage > Optical Storage

4. With _____ memory, data is stored permanently with no moving parts or the need for electricity.
   a. flash
   b. optical
   c. magnetic
   d. compact disc

   ANS: A PTS: 1
   REF: Concepts > Hardware > Storage > Solid-State Storage

5. Random access memory (RAM) is also sometimes called _____ storage.
   a. flash
   b. solid-state
   c. primary
   d. secondary

   ANS: C PTS: 1 REF: Concepts > Hardware > Storage

6. The task of video _____ is to serve as a buffer between the processor and the monitor.
   a. memory
   b. graphics
   c. flash
   d. processes

   ANS: A PTS: 1 REF: Concepts > Hardware > Storage > Video Memory

7. Read-only memory differs from random access memory due to its ability to _____ store instructions.
   a. flash
   b. temporarily
   c. permanently
   d. optically

   ANS: C PTS: 1
   REF: Concepts > Hardware > Storage > Read Only Memory (ROM)

8. Magnetic disks are a _____ access storage medium.
   a. direct
   b. consecutive
   c. volatile
   d. sequential

   ANS: A PTS: 1
   REF: Concepts > Hardware > Storage > Magnetic Storage

9. Solid-state storage is quickly replacing _____ for storing data on small devices like the iPod.
   a. magnetic tape
   b. microdrives
   c. mylar film
   d. sequential access

   ANS: B PTS: 1
   REF: Concepts > Hardware > Storage > Magnetic Storage

10. Two-layer Blu-ray discs now can store _____ GB of data.
    a. 5
    b. 10
    c. 50
    d. 500

ANS: C PTS: 1 REF: Concepts > Hardware > Storage > Optical Storage

11. When purchasing a typical PC today, you can expect at least _____ GB of RAM installed.
    a. 2
    b. 5
    c. 8
    d. 10

    ANS: A PTS: 1
    REF: Concepts > Hardware > Storage > Random Access Memory (RAM)

12. _____ refers to the ability to maintain data within the system temporarily or permanently.

    a. Storage
    b. GPU
    c. Solid-state
    d. GIGO

    ANS: A PTS: 1 REF: Concepts > Hardware > Storage

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