8th Computer Science Chapter 1 Test

Sr	Questions	Answers Choice
1	It is the advancement in the existing technology.	A. Emerging Technology B. Best Technology C. 3 G D. Block Chain
2	Which of following is the application of 3D-imaging?	A. CT B. MRT C. 3D Movies D. All of these
3	--------- is a technique for giving depth to an image.	A. AI B. AV C. 3 D Imaging D. Virtual Reality
4	Which of the following is not an example of emerging technology.	A. Virtual Reality B. 3 G C. Robotics D. Block chain
5	--------- will replace the current technologies in the near future.	A. New technologies. B. Emerging Technologies. C. Best Technologyies D. None of these
6	------- applications are those whihc operate simultaneously on several different computers.	A. Embedded B. Virtual C. Distributed D. None of these
7	User can use cell phons for........ visualisation.	A. Aritifical Intelligence B. Augmented Reality C. Virtual Reality D. Block Chain
8	A real world example of ....can be image recoginition.	A. VR B. AI C. AR D. All of these
9	The internet is a very famous example of a.	A. AI B. AR C. VR D. Distributed System
10	--------------- manages to merge digital 3D components with an indiviudual's perception of the real world.	A. Virtual Reality B. Augmented Reality C. Block Chain D. Artificial Intelligence
11	Which of the following are the applications of AI.	A. Expert system B. Machine Vision C. Social Media D. All of these
12	The branch of engineering that is used to manafacture intelligent machines to assist human in different tasks is called.	A. 3 G B. A I C. 3 D imaging D. Robotics
13	The AR insustry is antifipatd to be valued more than 18 billion in.	A. 2021 B. 2023 C. 2024 D. 2025
14	A self driving car is also known as an.	A. AV B. VA C. CA D. EV
15	CAT is also known as.	A. Cinoyter assisted Transaction B. Computer Authorised Translation C. Computer Assisted Tanslation D. Computer application Translation

16	The estimated data rate of 5G technology is	A. 10 Gbps B. 15 Gbps C. 20 Gbps D. 25 Gbps
17	------- is generally referred to as Emerging Techology.	A. Discontinued development B. New Technology C. Best Technology D. None of these
18	3D holographic imaging is commonly used in.	A. Meetings B. Museums C. Miltary mapping D. All of these
19	Virtual reality is produced by a .... headset.	A. VR B. AI C. AR D. CR
20	The Czeeh word "Robota" is the source of the English term.	A. Robotics B. AI C. Robot D. 5 G
21	--------------- deals with building smart machines capable of performing task intelligently.	A. Robotics B. Artificial Intelligence C. Virtual reality D. Block Chain
22	A self -driving car is also known as	A. Autonomous vehicle B. Driverless car C. Robotic car D. All of these
23	------------ is a branch of Artificla intelligenc ethat enables a system to larn and improve itself from its experience without any user interference.	A. Block Chain B. Virtual Reality C. Machine Learning D. None of these
24	VR stands for	A. Various Reality B. Virtual Reality C. Virtual Reason D. None of these
25	.... Technology is thebacknoneof all cryptocurrencies.	A. AI B. VR C. AR D. Block Chain
26	Robots are used in.	A. Manufactureing B. Mining C. Health care D. All of these
27	Google Translator is an example of.	A. VR B. CAT C. AR D. AI
28	------------ is used to refer to the fifth Gererationof Cellular Technology.	A. AI B. CAT C. 5 G D. VR
29	A --------- is a 3D projection of a 3D recorded image that matches almost exactly with the original object.	A. 3D -Imaging B. 2D -Imaging C. AI D. Holographic Imaging
30	Chatbot is an examples of.	A. Virtual Reality B. Augmented Reality C. Robotics D. Artificial Intelligence
31	In a block chain system, the transaction or recorded connot be.	A. Opened B. Read C. Saved D. Modified
32	AI stand for	A. Artificlal Intelligent B. Artifical Intelligence C. Artificial Interation D. None of these
33	A self-driving cars use a veriety of Sensors such as.	A. Radar B. GPS C. Thesmo-graphic cameras

		C. Theomo-graphic cameras
		D. All of these
34	----------- Technology is computer-geneated imitation of the real-world where people can interact in apparently real or physical way.	A. VR B. CR C. AR D. all of these
35	Virtual reality is commonly usedin.	A. Training B. Entertainment C. Tourism D. All of above