

8th Computer Science Chapter 1 Test

Sr	Questions	Answers Choice
1	Robots are used in.	A. Manufactureing B. Mining C. Health care D. All of these
2	User can use cell phons for..... visualisation.	A. Artifical Intelligence B. Augmented Reality C. Virtual Reality D. Block Chain
3	----- deals with building smart machines capable of performing task intelligently.	A. Robotics B. Artificial Intelligence C. Virtual reality D. Block Chain
4	Which of the following is not an example of emerging technology.	A. Virtual Reality B. 3 G C. Robotics D. Block chain
5	The estimated data rate of 5G technology is	A. 10 Gbps B. 15 Gbps C. 20 Gbps D. 25 Gbps
6	A self -driving car is also known as	A. Autonomous vehicle B. Driverless car C. Robotic car D. All of these
7	A self-driving cars use a variety of Sensors such as.	A. Radar B. GPS C. Thesmo-graphic cameras D. All of these
8	It is the advancement in the existing technology.	A. Emerging Technology B. Best Technology C. 3 G D. Block Chain
9	----- 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
10	Virtual reality is produced by a headset.	A. VR B. AI C. AR D. CR
11	AI stand for	A. Artificlal Intelligent B. Artificial Intelligence C. Artificial Iteration D. None of these
12	The Czeeh word "Robota" is the source of the English term.	A. Robotics B. AI C. Robot D. 5 G
13	----- applications are those whihc operate simultaneously on several different computers.	A. Embedded B. Virtual C. Distributed D. None of these
14	VR stands for	A. Various Reality B. Virtual Reality C. Virtual Reason D. None of these
15	----- will replace the current technologies in the near future.	A. New technologies. B. Emerging Technologies. C. Best Technologies D. None of these

16	The branch of engineering that is used to manufacture intelligent machines to assist human in different tasks is called.	A. 3 G B. A I C. 3 D imaging D. Robotics
17	Virtual reality is commonly used in.	A. Training B. Entertainment C. Tourism D. All of above
18	----- manages to merge digital 3D components with an individual's perception of the real world.	A. Virtual Reality B. Augmented Reality C. Block Chain D. Artificial Intelligence
19	----- Technology is computer-generated 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
20	CAT is also known as.	A. Computer assisted Translation B. Computer Authorised Translation C. Computer Assisted Translation D. Computer application Translation