

Computer Science Ics Part 1 Chapter 9 Online Test

Sr	Questions	Answers Choice
1	What is interest .	<p>A. <p>The total revenue from sales</p></p> <p>B. <p>The cost of borrowing money</p></p> <p>C. <p>The amount saved for future needs</p></p> <p>D. <p>The total expenses incurred</p></p>
2	What does "thinking outside the box" mean.	<p>A. <p>Traditional solutions</p></p> <p>B. <p>New perspectives</p></p> <p>C. <p>Ignoring ideas</p></p> <p>D. <p>Standard practice</p></p>
3	What is the goal of the Define stage.	<p>A. <p>Brainstorm solutions</p></p> <p>B. <p>Create a prototype</p></p> <p>C. <p>Articulate the problem</p></p> <p>D. <p>Gather feedback</p></p>
4	How is profit calculated	<p>A. <p>Revenue + costs</p></p> <p>B. <p>Revenue - Costs</p></p> <p>C. <p>Revenue x costs</p></p> <p>D. <p>Revenue / costs</p></p>
5	A bakery owner wants to redesign packaging . Which stage involves observing customer reactions to current design.	<p>A. <p>Empathize</p></p> <p>B. <p>Prototype</p></p> <p>C. <p>Ideate</p></p> <p>D. <p>Define</p></p>
6	Why is the Empathize stage crucial in Design Thinking .	<p>A. <p>Defines the problem</p></p> <p>B. <p>Generates ideas</p></p> <p>C. <p>Understands user needs</p></p> <p>D. <p>Tests prototypes</p></p>
7	What are collaborative tools used for.	<p>A. <p>Individual work</p></p> <p>B. <p>Teamwork</p></p> <p>C. <p>Financial analysis</p></p> <p>D. <p>Marketing</p></p>
8	How is collaboration seen in classrooms.	<p>A. <p>Individual work</p></p> <p>B. <p>Group projects</p></p> <p>C. <p>Teacher lectures</p></p> <p>D. <p>Exam competition</p></p>
9	What are innovation and creativity essential for.	<p>A. <p>Progress</p></p> <p>B. <p>Limiting ideas</p></p> <p>C. <p>Following traditions</p></p> <p>D. <p>Avoiding change</p></p>
10	How can a jewelry start up attract customers.	<p>A. <p>By avoiding social media</p></p> <p>B. <p>By collaborating with local influencers</p></p> <p>C. <p>By increasing prices</p></p> <p>D. <p>By limiting product offerings</p></p>
11	Innovation in business focus.	<p>A. <p>Investing new technologies</p></p> <p>B. <p>Improving existing products and processes</p></p> <p>C. <p>Reducing operational costs</p></p> <p>D. <p>Increasing production speed</p></p>
12	The primary goal of entrepreneurship is.	<p>A. <p>To create new technologies</p></p> <p>B. <p>To solve problems and create value</p></p> <p>C. <p>To manage finance</p></p> <p>D. <p>To compete with large corporations</p></p>
13	Why is testing prototypes important.	<p>A. <p>Confirms readiness</p></p> <p>B. <p>Eliminates development</p></p> <p>C. <p>Provides improvement</p>

insights

D. Focuses on finances

14	A principle of Design Thinking is.	A. Focusing on profits B. Human centered approach C. Minimizing risks D. Emphasizing short term gains
15	What is an example of a sales tactic for a homemade snack business.	A. Offering free samples B. Increasing prices C. Limiting product variety D. Reducing advertising
16	The purpose of collecting market insights is.	A. To set product prices B. To understand customer needs and market trends C. To calculate taxes D. To manage inventory
17	Why are collaboration and iteration important.	A. Limit creativity B. Improve results C. Complicate processes D. Focus on individuals
18	What role does prototyping play	A. Finalizes the product B. Precedes testing C. Focuses on marketing D. Visualizes ideas quickly
19	How can business solutions impact efficiency.	A. Increase costs B. Solve problems C. Limit inventory D. Reduce staff
20	Why are financial concepts important for business.	A. To reduce costs B. To make better decisions and grow C. To limit competition D. To simplify operations