

Computer Science Ics Part 1 Chapter 9 Online Test

| Sr | Questions | Answers Choice |
|----|--|---|
| 1 | What are expenses. | <p>A. <p>total earnings from sales</p></p> <p>B. <p>Costs incurred while operating</p></p> <p>C. <p>Money saved for future needs</p></p> <p>D. <p>Interest on loans</p></p> |
| 2 | 'what is a unique selling point. | <p>A. <p>A fiancial strategy</p></p> <p>B. <p>A feature that differnetiates your idea</p></p> <p>C. <p>A marketing tactic</p></p> <p>D. <p>A customer demographic</p></p> |
| 3 | 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> |
| 4 | What does creativity involve. | <p>A. <p>Standard procedures</p></p> <p>B. <p>Original thinking</p></p> <p>C. <p>Avoiding imagination</p></p> <p>D. <p>Converntional ideas</p></p> |
| 5 | What should a maketing planin cldue. | <p>A. <p>Financial projections</p></p> <p>B. <p>Strategies for reachign the target market</p></p> <p>C. <p>Employee roles</p></p> <p>D. <p>Product specifciations</p></p> |
| 6 | The collaboration reduces. | <p>A. <p>Creativity</p></p> <p>B. <p>Worked load</p></p> <p>C. <p>Feed back</p></p> <p>D. <p>Copying</p></p> |
| 7 | What role does prototyping play | <p>A. <p>Finalizes the product</p></p> <p>B. <p>Prelaces testing</p></p> <p>C. <p>Focuses on marketing</p></p> <p>D. <p>Visualizes ideas quickly</p></p> |
| 8 | Why do businesses increase advertising during Ramadan and eID. | <p>A. <p>To reduce costs</p></p> <p>B. <p>To boost sales during festive shopping</p></p> <p>C. <p>To limit competition</p></p> <p>D. <p>To simplify marketing</p></p> |
| 9 | How did the Indus Valley Civilization show collaboration. | <p>A. <p>Idividual projects</p></p> <p>B. <p>Team planning and construction</p></p> <p>C. <p>No design chagnes</p></p> <p>D. <p>Competign civilizations</p></p> |
| 10 | Why are communciation and storytelling skills important. | <p>A. <p>To avoid speaking</p></p> <p>B. <p>To express ideas and connect with others</p></p> <p>C. <p>To limit interactions</p></p> <p>D. <p>To simplify writing</p></p> |
| 11 | How can storytlling enhance a debate. | <p>A. <p>By making it longer</p></p> <p>B. <p>By making &nbsp;arguments more relatable</p></p> <p>C. <p>By avoding personal experiences</p></p> <p>D. <p>Byusing techncial jargon</p></p> |
| 12 | A bakery owner wants to redesign packaging . Whchih stage involves obeerging 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> |
| 13 | What is an example of quantitative research | <p>A. <p>Interviews</p></p> <p>B. <p>Surveys</p></p> <p>C. <p>Focus groups</p></p> <p>D. <p>Observations</p></p> |

| | | |
|----|--|--|
| 14 | The first step in creating a business plan involves. | <p>A. <p>Financial forecasting</p></p> <p>B. <p>setting sales targets</p></p> <p>C. <p>Market analysis</p></p> <p>D. <p>Defining the business idea</p></p> |
| 15 | What does qualitative research focus on | <p>A. <p>Numerical data</p></p> <p>B. <p>Customer motivations and opinions</p></p> <p>C. <p>Market trends</p></p> <p>D. <p>Competitor pricing</p></p> |
| 16 | A collaborative storytelling activity builds. | <p>A. <p>Blame</p></p> <p>B. <p>Teamwork</p></p> <p>C. <p>Isolation</p></p> <p>D. <p>Silence</p></p> |
| 17 | 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> |
| 18 | A team skips the "Empathize" stage What risk do they face. | <p>A. <p>Clear feedback</p></p> <p>B. <p>Misaligned solution</p></p> <p>C. <p>Faster results</p></p> <p>D. <p>Lower Costs</p></p> |
| 19 | A technique commonly used in Design Thinking is. | <p>A. <p>SWOT Analysis</p></p> <p>B. <p>Brainstorming</p></p> <p>C. <p>Lean Manufacturing</p></p> <p>D. <p>Data mining</p></p> |
| 20 | How can a grocery store improve inventory. | <p>A. <p>Reduce product variety</p></p> <p>B. <p>Increase prices</p></p> <p>C. <p>Limit research</p></p> <p>D. <p>Fosters user centered innovation</p></p> |