

## Physics ICS Part 1 Chapter 2 Online Test

Sr	Questions	Answers Choice
1	As rocket moves upwrd during its journey, then its acceleration goes on.	<p>A. <input type="checkbox"/> Increasing</p> <p>B. <input type="checkbox"/> Decreasing</p> <p>C. <input type="checkbox"/> Remains same</p> <p>D. <input type="checkbox"/> It moves with uniform velocity</p>
2	The scalar product of two vectors will be maximum if they are.	<p>A. <input type="checkbox"/> Parallel</p> <p>B. <input type="checkbox"/> Perpendicular</p> <p>C. <input type="checkbox"/> Anti Parallel</p> <p>D. <input type="checkbox"/> All of these</p>
3	A body thrown upward making certain angel with the horizontal and moving freely under the action of gravity is called.	<p>A. <input type="checkbox"/> Rocket</p> <p>B. <input type="checkbox"/> Satellite</p> <p>C. <input type="checkbox"/> Projectile</p> <p>D. <input type="checkbox"/> Space ship</p>
4	Dimensions of impulse are similar to dimensions of.	<p>A. <input type="checkbox"/> Work</p> <p>B. <input type="checkbox"/> Torque</p> <p>C. <input type="checkbox"/> Force</p> <p>D. <input type="checkbox"/> Momentum</p>
5	The scalar prodcut of two vectors A and B is zero when	<p>A. <input type="checkbox"/> They are perpendicular to each other</p> <p>B. <input type="checkbox"/> They are equal vector</p> <p>C. <input type="checkbox"/> They are in same direction</p> <p>D. <input type="checkbox"/> They are in opposite direction</p>
6	Maximum number of rectangular components of a vector in 2- dimension may be	<p>A. <input type="checkbox"/> One</p> <p>B. <input type="checkbox"/> Two</p> <p>C. <input type="checkbox"/> Three</p> <p>D. <input type="checkbox"/> Infinite</p>
7	The range of projectile is same for two angles which are mutually.	<p>A. <input type="checkbox"/> Perpendicular</p> <p>B. <input type="checkbox"/> Complementary</p> <p>C. <input type="checkbox"/> Supplementary</p> <p>D. <input type="checkbox"/> <math>270^\circ</math></p>
8	The cross product of vector A with itself is equal to.	<p>A. <input type="checkbox"/> A</p> <p>B. <input type="checkbox"/> 1</p> <p>C. <input type="checkbox"/> <math>2A</math></p> <p>D. <input type="checkbox"/> Null Vector</p>
9	Before launch of any rocket the mass of fuel of the rocket is about	<p>A. <input type="checkbox"/> 60% of rocket mass</p> <p>B. <input type="checkbox"/> 50% of rocket mass</p> <p>C. <input type="checkbox"/> 40% of rocket mass</p> <p>D. <input type="checkbox"/> 80 % of rocket mass</p>
10	The magnituede of cross-proecut and dot product of two vectors are equal, the angle between the vectors is.	<p>A. <input type="checkbox"/> <math>45^\circ</math></p> <p>B. <input type="checkbox"/> Zero</p> <p>C. <input type="checkbox"/> <math>180^\circ</math></p> <p>D. <input type="checkbox"/> <math>90^\circ</math></p>
11	If $A \times B = 0$ then it is concluded that.	<p>A. <input type="checkbox"/> A and B are to each other</p> <p>B. <input type="checkbox"/> A and B are parallel to each other</p> <p>C. <input type="checkbox"/> A and B are position vectors</p> <p>D. <input type="checkbox"/> A and B are unit vectors</p>
12	If $A \times B$ points along positive z-axis, then vector A and B must lie in.	<p>A. <input type="checkbox"/> y Z -plane</p> <p>B. <input type="checkbox"/> X y -plane</p> <p>C. <input type="checkbox"/> X Z -plane</p> <p>D. <input type="checkbox"/> x 0 - Plane</p>
13	Whcih of the following is a scalar quantity.	<p>A. <input type="checkbox"/> Torque</p> <p>B. <input type="checkbox"/> Forece</p> <p>C. <input type="checkbox"/> Energy</p> <p>D. <input type="checkbox"/> Acceleration</p>
14	A scalar is a physical quantity which is completely specified by	<p>A. <input type="checkbox"/> Number</p> <p>B. <input type="checkbox"/> Direction only</p> <p>C. <input type="checkbox"/> Number with proper units</p>

14	Scalar is a physical quantity which is completely specified by.	<p>C. <del>Number with proper unit</del></p> <p>D. Number with direction &amp;nbsp;</p>
15	Motion of projectile is.	<p>A. One dimensional</p> <p>B. Two dimensional</p> <p>C. Three dimensional</p> <p>D. None of the above</p>
16	SI Unit of impulse in.	<p>A. <math>\text{kg m s}^{-2}</math></p> <p>B. <math>\text{Ns}</math></p> <p>C. <math>\text{N m}</math></p> <p>D. <math>\text{N m}^2</math></p>
17	The resultant of two force 3 N and 4 N actign parallel to each other is.	<p>A. 4 N</p> <p>B. 7 N</p> <p>C. 1 N</p> <p>D. 6 N</p>
18	The scalar product of two vector is maximum if they are.	<p>A. Perpendicular</p> <p>B. Parallel</p> <p>C. At <math>30^\circ</math></p> <p>D. At <math>45^\circ</math></p>
19	The SI unit of momentum is.	<p>A. <math>\text{Kg ms}</math></p> <p>B. <math>\text{Kg ms}^{-2}</math></p> <p>C. <math>\text{kg m}^2 \text{ s}</math></p> <p>D. <math>\text{kg}^2 \text{ m}^{-1}</math></p>
20	The angle at which dot product becomes equal to cross product.	<p>A. <math>45^\circ</math></p> <p>B. <math>65^\circ</math></p> <p>C. <math>75^\circ</math></p> <p>D. <math>35^\circ</math></p>