

## NAT II Arts & Humanities

| Sr | Questions               | Answers Choice                                                                                                                            |
|----|-------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | GROVEL : SERVILE        | A. Elevator : Skyscraper<br>B. Neglect : fortuitous<br>C. Summary : Narration<br>D. Foresee : Prescient<br>E. Risk : Indiscriminate       |
| 2  | LUGUBRIOUS : DOLEFUL    | A. Banal : Insipid<br>B. Tractable : Recalcitrant<br>C. Pensive : Vacuous<br>D. Profligate : Miserly<br>E. Tangible : Illusory            |
| 3  | LECHER : LUST           | A. Pith : Herb<br>B. Glutton : Greed<br>C. Business : Profit<br>D. Showbiz : Fame<br>E. Garrulous : Cottage                               |
| 4  | SCOWL : SMILE           | A. Jazz : Harsh<br>B. Acid : Vinegar<br>C. Tendentious : Buck<br>D. Wine : Water<br>E. Despair : Hope                                     |
| 5  | TEDIOUS : BOREDOM       | A. Burglar : Warning<br>B. Witty : Rejuvenation<br>C. Enigmatic : Uncertainty<br>D. Square : Circle<br>E. Cliche : Epigram                |
| 6  | VESSEL : FLEET          | A. Forest : Clearing<br>B. Squadron : Rank<br>C. Hound : Pack<br>D. Wide : Trunk<br>E. Lion : Lair                                        |
| 7  | RUNE : ALPHABET         | A. Range : Mountain<br>B. Team : Player<br>C. Suspicious : Thief<br>D. Stream : Water<br>E. Star : Constellation                          |
| 8  | PERORATION : ADDRESS    | A. Preamble : Speech<br>B. Orchestration : Overture<br>C. Score : Finale<br>D. Chapter : Fiction<br>E. Denouement : Novel                 |
| 9  | TAPESTRY : LOOM         | A. Emulsion : Wall<br>B. Inflation : Poor<br>C. Painting : Easel<br>D. Plan : Trip<br>E. Computer : Mouse                                 |
| 10 | BIBLIOGRAPHER : LIBRARY | A. Apple : Shelf<br>B. Student : Examination Hall<br>C. Goldsmith : Gold<br>D. Teacher : Classroom<br>E. Preacher : Road                  |
| 11 | MAUDLIN : DISPASSION    | A. Dauntless : Trepidation<br>B. Mawkish : Sentiment<br>C. Vociferous : Predilection<br>D. Avuncular : Kinship<br>E. Perfunctory : Laxity |
| 12 | INITIATE : END          | A. Enthusiasm : Euphemism<br>B. Sum : Difference<br>C. Malignant : Cancer<br>D. Attend : Ignore<br>E. Start : Begin                       |
| 13 | MOUNTAIN : TUNNEL       | A. Window : Frame<br>B. Door : Handle<br>C. Charcoal : Fire<br>D. ... : ...                                                               |

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|    |                            | D. River : Bridge<br>E. Wall : Height                                                                  |
| 14 | LARVA : ADULT              | A. Adam : Eve<br>B. Cub : Deer<br>C. Tadpole : Frog<br>D. Grasshopper : Insect<br>E. Snake : Reptile   |
| 15 | DISCREDITED : REPUTATION:: | A. Choleric : heat<br>B. Stronghold : facility<br>C. Stilted : simplicity<br>D. Apprehensive : shyness |
| 16 | RETICENT : PRATTLE::       | A. Hedonist : war<br>B. Phlegmatic : emote<br>C. Ascetic : austerity<br>D. Chasten : chide             |
| 17 | PRICE : EXORBITANT::       | A. Listening : boredom<br>B. Motion : distance<br>C. Fire : overshoot<br>D. Fatigue : exhaustion       |
| 18 | CAT : FELINE::             | A. Fate : fortune<br>B. Puppet : statue<br>C. Horse : Equine<br>D. Tiger : Lion                        |
| 19 | SOPHIST : TRUTH::          | A. Quack : medicine<br>B. Director : plan<br>C. Alarmist : legend<br>D. Actor : shoot                  |
| 20 | SLURP : SIP::              | A. Watch : minute<br>B. Snipe : skirmish<br>C. Guffaw : giggle<br>D. Tiptoe : stumble                  |