

PPSC Computer Science Full Book test

Sr	Questions	Answers Choice
1	Which of the following communication modes support two way traffic but in only one direction at a time.	A. Simplex B. Half duplex C. Three quarters duplex D. All of the above
2	The X.25 standard specifies a	A. Technique for start stop data B. Technique for dial access C. DTE/DCE interface D. None
3	Layer one of the OSI model is	A. Physical layer B. Link layer C. Transport layer D. Network layer
4	How many OSI layers are covered in the X.25 standard.	A. Two B. Three C. Seven D. Six
5	The process of converting analog signals into digital signals so they can be processed by a receiving computer is referred to as.	A. Modulation B. Demodulation C. Synchronizing D. Digitising
6	Which of the following performs modulation and demodulation?	A. Fiber optics B. Satellite C. Coaxial cable D. Modern
7	In OSI network architecture the routing is performed by	A. Network layer B. Data link layer C. Transport layer D. Session layer
8	In OSI network architecture the dialogue control and token management are responsibility of	A. Session layer B. Network layer C. Transport layer D. None
9	The sweep representation of an object refers to the	A. 2 D representation B. 3 D representation C. Both a and b D. None
10	When two molecules move apart which effect on molecular shapes.	A. Stretching B. Snapping C. Contracting D. All of these
11	Super quadric is a class of object that contain.	A. Data B. Codes C. Both a and b D. None
12	_____ is one of the function that is used to specify a single plane surface.	A. Meta ball model B. Fill area C. Reflection D. None
13	More the control points of a Bezier curve _____ quality of the curve.	A. Higher B. Lower C. Bad D. None
14	The no of control points in a Bezier curve ensures the	A. Jaggies of curve B. Smoothness of curve C. Straightness of curve D. None
15	The shape of a Bezier curve primarily depends upon the	A. Position of control points B. Distance of control points C. Position of control panel D. None

16	The Bezier curve obtained from the four control points is called a	A. Sure Bezier curve B. Cubic Bezier curve C. Hectare Bezier curve D. Rectangle Bezier curve
17	The further the line from the projection plane, _____ its image on the projection plane.	A. smaller B. Larger C. Neither smaller nor larger D. None
18	The distance of a line from the projection plane determines.	A. Its size on projection plane B. Its length on projection plane C. Its width on projection plane D. Its height on projection plane
19	The object refers to the 3D representation through linear circular or some other representation are called.	A. Quadric surface B. Sweep representation C. Torus D. None
20	Bezier sp line always passes through	A. First and second control point B. Does not pass from first and second control point C. Both a and b D. None
21	Sp line curve can be either	A. Bezier sp line B. B sp line C. Both a and b D. None
22	The perspective projection is more practical because the distant objects appear.	A. Smaller B. Larger C. Neither smaller nor larger D. None
23	The projection that can be viewed as the projection that has a centre of projection at a finite distance from the plane of projection are called.	A. Parallel projection B. Perspective projection C. Isometric projection D. None
24	The orthographic projection that show more than one side of an object are called.	A. Axonometric projection B. Isometric projection C. Both a and b D. None
25	In orthographic projection engineering use.	A. Top view of an object B. Front view of an object C. Side view of an object D. All of these
26	The centre of projection for parallel projectors is at.	A. Zero B. Infinity C. One D. None
27	Projection rays emanate from a.	A. COP B. Intersect projection plane C. Both a and b D. None
28	Parallel projection shows the	A. True image of an object B. True size of an object C. True shape of an object D. All of these
29	By which we can take a view of an object from different directions and different distances.	A. Projection B. Rotation C. Translation D. Gallig
30	_____ is a simple object space algorithm that remove's about half of the total polygon in an image as about half of the faces of object are back faces.	A. Wire frame model B. Constructive solid geometry methods C. Isometric projection D. Back face removal