

## PPSC Computer Science Full Book test

| Sr | Questions   | Answers Choice   |
|----|---|--|
| 1  | The standardization is needed   | A. To make application programs more portable<br>B. To increase their utility<br>C. To allow them to use is different application environment<br>D. All of these     |
| 2  | Any CRT based display must be refreshing at least ___ time a second   | A. 20<br>B. 30<br>C. 10<br>D. 40   |
| 3  | Computer graphics is used in many DTP software as   | A. Photoshop<br>B. Paint brush<br>C. Both a and b<br>D. None   |
| 4  | The origin of computer graphics was developed in.   | A. 1950<br>B. 1960<br>C. 1970<br>D. 1990   |
| 5  | Interactive graphics is useful in   | A. Training pilots<br>B. Computer aided desing<br>C. Process control<br>D. All of these  |
| 6  | A major dis advantage of DUST in interactive computer graphics is.  | A. Ability to selectively erase part of an image<br>B. Inability to selectively erase point of image from screen<br>C. Inability to produce image picture<br>D. None |
| 7  | In increase the energy of these slow moving electron and create a bright picture in DUST, the screen is maintained at. a.     | A. Low positive potential<br>B. High negative potential<br>C. High positive potential<br>D. None   |
| 8  | The second grid in DUST is called.  | A. Phosphor<br>B. Storage mesh<br>C. Collector<br>D. None  |
| 9  | The electron beam in DUST is designed to draw directly to.  | A. Phosphor<br>B. Storage mesh<br>C. Glass<br>D. None  |
| 10 | In DUST is there refresh buffer.  | A. No<br>B. Yes<br>C. Both<br>D. None  |
| 11 | DUST in rarely used today as part of.   | A. Input device<br>B. Output device<br>C. Display systems<br>D. None   |
| 12 | DUST means  | A. Direct view storage tube<br>B. Domain view storage tube<br>C. Direct view store tube<br>D. None   |
| 13 | The electron beam in a color picture tube is refreshed_____ times in a second to make video realistic.                        | A. 15 times<br>B. 25 times<br>C. 35 times<br>D. 45 times   |
| 14 | The amount of time the phosphor produce light of shine is controlled by chemical composition of the phosphor This is known as | A. Persistence<br>B. Resistance<br>C. Generators<br>D. None  |

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| 15 | Refresh CRT consist of.   | A. Glass wrapper<br>B. the phosphor viewing surface<br>C. The electron gun assembly<br>D. All of above |
| 16 | CRT means   | A. Common ray tube<br>B. Cathode ray tube<br>C. Commercial ray tube<br>D. None                         |
| 17 | Computer of present time have much higher memory and _____ storage capacity           | A. Much smaller<br>B. Much bigger<br>C. Gray scale image<br>D. None                                    |
| 18 | Graphics with limited features is known as  | A. active graphics<br>B. Passive graphics<br>C. Gray scale image<br>D. None                            |
| 19 | Grey scale image have a maximum color depth of  | A. 8 bit<br>B. 16 bit<br>C. 64 bit<br>D. None  |
| 20 | CMYK true color model has _____ color depth   | A. 32 bit<br>B. 24 bit<br>C. 64 bit<br>D. None   |
| 21 | RGB true color model has _____ color depth  | A. 24 bit<br>B. 32 bit<br>C. 64 bit<br>D. None   |
| 22 | Each bit represent  | A. One color<br>B. Two color<br>C. Three color<br>D. None  |
| 23 | Color depth can be defined by _____ which can be displayed on a display unit.         | A. Bits per pixel<br>B. Bytes per pixel<br>C. Maga byte per pixel<br>D. None                           |
| 24 | The RGB model display a much _____ percentage of the visible band as compared to CMYK | A. Lasser<br>B. Larger<br>C. Medium<br>D. None   |
| 25 | The intersection of three primary RGB color produces.                                 | A. White color<br>B. Black color<br>C. Magenta color<br>D. Blue color                                  |
| 26 | CMYK model are used for   | A. Computer display<br>B. Printing<br>C. Painting<br>D. None   |
| 27 | RGB model are used for  | A. Computer display<br>B. Printing<br>C. Painting<br>D. None   |
| 28 | Two dimensional color model are   | A. RGB and CMKY<br>B. RBG and CYMK<br>C. RGB and CMYK<br>D. None                                       |
| 29 | Color apparent is subtractive modes are the resultof.                                 | A. Amount of reflected light<br>B. Transmission of light<br>C. Flow of light<br>D. None                |
| 30 | Color apparent in additive mode are the result of.                                    | A. Reflected light<br>B. Transmission of light<br>C. Flow of light<br>D. None                          |