1. Which of these is actually a very basic computer?
a) a toaster
b) a stove
c) a calculator
d) a light bulb

2. What body part is most like the computer's CPU?
a) the arms
b) the brain
c) the feet
d) the eyes

3. An example of an operating system is _____.
a) Windows XP
b) UNIX
c) MAC OS
d) all of the above

4. The binary number, 11 is _____ in base 10.
a) 11
b) 2
c) 3
d) 4

5. The number 64 in base 10 is the same as _____ in base 2.
a) 1111110
b) 1000000
c) 1010100
d) 0000010

6. Which of the following devices can not be used as an input device?
a) Modem
b) Keyboard
c) Mouse
d) Speaker

7. An example of a chip is _____.
a) Pentium
b) Dell
c) Oberon
d) Intel

8. Memory on your computer where data is stored temporarily is called _____.
a) RAM
b) ROM
c) BIOS
d) CPU

9. An input / output system stored permanently on your computer is known as _____.
a) RAM
b) ROM
c) BIOS
d) CPU

10. How many bytes are represented by a MB?
a) one hundred
b) one thousand
c) one million
d) one billion
e) one trillion

11. The CD drive is often the
a) A drive
b) C drive
c) D drive
d) S drive

12. To prevent data loss...
a) save every five minutes
b) make a backup of your programs and save them in a safe location
c) use an antivirus program and keep it updated
d) all of the above
e) none of the above

13. A motherboard is...
a) used to store files and programs temporarily for fast and easy access by the CPU
b) a type of permanent memory used by the computer to establish basic input and output
c) a device that reads data stored on hard disks
d) a device that usually contains the circuitry for the central processing unit, keyboard, and monitor and often having
slots for accepting additional circuitry
e) none of the above

14. A comment in an Alice program is:
a) an instruction that causes an action to take place
b) an explanation of what the program does
c) an expression that holds a value when the program runs
d) A special property that all objects have

15. What is the main concern of software engineering area?

(a) Hardware configuration
(b) Software production
(c) Network configuration
(d) Software reusability