

22. The mouse is designed to..... around on your desktop.

A. grab B. slide C. drag D. click

23. What we see on the screen is created and stored in the area of.....

A. disks B. Rom C. Ram D. a,b,c are wrong

24. The fast- moving..... " refresh rate" eliminates this annoying flickering.

A. 50 Hz B. 60 Hz C. 70 Hz D. 75 Hz

25. On colour displays, there are..... electron guns at the back of the monitor's tube.

A. three B. four C. five D. six

26. When you open a file, the operating system look for its entry in the..... on the disk.

A. track B. sector C. directory D. a,b,c are right

27. When switched off, the information in the.....is lost.

A. Ram B. Rom C. CD disk D. all of them

28. A hard disk can hold avast amounts of information, from.... up to several gigabytes.

A.400 MB B. 500 MB C. 600 MB D. 700 MB

29. There are.....basic steps are involved in the process the data.

A. one B. two C. three D. four

30. The programmer must translate the algorithm or flowchart into a computer program is the step.

A. third B. fourth C. fifth D. sixth

31. The brain of the computer is.....

A. A. CPU B. main memory C. storage devices D. peripherals

32. Physical parts that make up a computer system

A. software B. hardware C. port D. floppy

33. Programs which can be used on a particular computer system

A. software B. hardware C. port D. floppy