

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