

5) Multiple-choice questions about the previous reading.

1. What term did John McCarthy coin in 1955?

- A) Cybernetics.
- B) Computing Revolution.
- C) Artificial Intelligence.
- D) Machine Learning.

2. Why was John McCarthy known as "Uncle John" at MIT?

- A) Due to his eccentric fashion sense.
- B) Because of his fondness for chess.
- C) His habit of answering questions days later.
- D) For pioneering virtual assistants.

3. What was the first AI game built by John McCarthy?

- A) Chess.
- B) Tic-Tac-Toe.
- C) Checkers.
- D) Go.

4. What did John McCarthy envision in the 1970s that resembles today's concept of e-commerce?

- A) Virtual Reality.
- B) Time-shared Systems.
- C) Artificial Intelligence.
- D) Robotics.

5. How did McCarthy contribute to the development of voice recognition technology?

- A) Inventing new hardware.
- B) Developing the LISP language.
- C) Collaborating with Apple.
- D) Creating the first AI game.

6. What significant idea did McCarthy work on that enabled the creation of servers, cloud computing, and the internet?

- A) Artificial Intelligence as a field.
- B) Time-shared Systems.
- C) E-commerce.
- D) Chess-playing AI.

7. Which computer club, including Steve Jobs and Steve Wozniak, visited Stanford's AI lab?

- A) Microsoft Computer Club.
- B) IBM Computer Club.
- C) Homebrew Computer Club.
- D) MIT Computer Club.

8. What did John McCarthy predict in the late 1990s regarding robots?

- A) Increased automation in industries.
- B) Human-like emotions in robots.
- C) The development of virtual reality.
- D) Advances in quantum computing.

9. What did John McCarthy establish at MIT and Stanford throughout his career?

- A) Robotics Research Centers.
- B) AI Laboratories.
- C) Quantum Computing Labs.
- D) Cybernetics Institutes.

10. What did McCarthy's time-shared systems concept enable?

- A) Development of AI games.
- B) Creation of servers and cloud computing.
- C) Introduction of e-commerce.
- D) Pioneering voice recognition technology,