Discovering Computers 2018 Digital Technology Data and Devices 1st edition Vermaat Test Bank

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Name:_____ Class:_____ Date:_____

Module 01 - Introducing Today's Technologies

Matching

Identify the letter of the choice that best matches the phrase or definition.

a. storage media
b. solid-state drive
c. digital literacy
d. desktop
e. smartphone
f. output device
g. input device
h. server
i. mobile device
j. computer
k. tablet
l. laptop
m. web
n. memory card
o. Internet

REFERENCES: 1-15
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1. Having a current knowledge and understanding of computers, mobile devices, the web and related technologies
ANSWER: c
POINTS: 1

2. Thin, lightweight mobile computer with a screen in its lid and a keyboard in its base
ANSWER: l
POINTS: 1

3. A thin, lightweight mobile computer with a touch screen
ANSWER: k
POINTS: 1

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4. An electronic device, operating under the control of instructions stored in its own memory, that can accept data, process the data according to specified rules, produce information, and store the information for future use
ANSWER: j
POINTS: 1

5. A personal computer designed to be in a stationary location
ANSWER: d
POINTS: 1

6. A computer dedicated to providing one or more services to other computers or devices on a network
ANSWER: h
POINTS: 1

7. A computing device small enough to hold in your hand
ANSWER: i
POINTS: 1

8. An Internet-capable phone that usually also includes a calendar, an address book, a calculator, notepad, games, and several other apps
ANSWER: e
POINTS: 1

9. Any hardware component that allows you to enter data and instructions into a computer or mobile device
ANSWER: g
POINTS: 1

10. Any hardware component that conveys information from a computer or mobile device to one or more people
ANSWER: f
POINTS: 1

11. Where a computer keeps data, instructions, and information
ANSWER: a
POINTS: 1

12. Removable flash memory
ANSWER: n
POINTS: 1

13. A worldwide collection of computer networks
ANSWER: o
POINTS: 1

14. A worldwide collection of electronic documents
ANSWER: m
POINTS: 1

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15. A storage device that typically uses flash memory to store data, instructions, and information
ANSWER: b
POINTS: 1

Essay

16. Define the term computer, including its purpose, components, and types of computers.
ANSWER: Student responses will vary, but should be drawn from the following information from the text.

A computer is an electronic device, operating under the control of instructions stored in its own memory, that can accept data (*input*), process the data according to specified rules, produce information (*output*), and store the information for future use.

Computers contain many electric, electronic, and mechanical components known as *hardware*.

Electronic components in computers process data using instructions, which are the steps that tell the computer how to perform a particular task. A collection of related instructions organized for a common purpose is referred to as software or a program. Using software, you can complete a variety of activities, such as search for information, type a paper, balance a budget, create a presentation, or play a game. One popular category of computer is the personal computer.

A *personal computer* (PC) is a computer that can perform all of its input, processing, output, and storage activities by itself and is intended to be used by one person at a time. Most personal computers today also can communicate with other computers and devices. Types of personal computers include laptops, tablets, and desktops, with the first two sometimes called mobile computers.

A *mobile computer* is a portable personal computer, designed so that a user can carry it from place to place. A *user* is anyone who interacts with a computer or mobile device, or utilizes the information it generates.

POINTS: 1
REFERENCES: 1-3
Computers
TOPICS: Critical Thinking

17. Define the term, smartphone. Describe how smartphones communicate. List and describe four popular types of messages you can send with smartphones.
ANSWER: Student responses will vary, but should be drawn from the following information from the text.

A smartphone is an Internet-capable phone that usually also includes a calendar, an address book, a calculator, a notepad, games, and several other apps (which are programs on the smartphone). Other apps are available through an app store that typically is associated with the phone.

Smartphones typically communicate wirelessly with other devices or computers. With most smartphone models, you also can listen to music, take photos, and record videos.

Four popular types of messages that you can send with smartphones include voice messages, text messages, picture messages, and video messages.
• A *voice mail message* is a short audio recording sent to or from a smartphone or other mobile device.
• A *text message* is a short note, typically fewer than 300 characters, sent to or from a smartphone

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or other mobile device.
• A *picture message* is a photo or other image, sometimes along with sound and text, sent to or from a smartphone or other mobile device.
• A *video message* is a short video clip, usually about 30 seconds, sent to or from a smartphone or other mobile device.

POINTS: 1

REFERENCES: 1-6
Mobile and Game Devices

TOPICS: Critical Thinking

18. List and describe uses of computers in home automation.

ANSWER: Student responses will vary, but should be drawn from the following information from the text.

New home builders and existing homeowners are integrating features that automate a wide variety of tasks, save time and money, and enhance the overall at-home environment.
• Lighting: Controlling lighting is one of the more common uses of technology in the home. Remotes turn light fixtures on and off, and motion sensors turn on lights when a car or a visitor approaches the driveway or walkway.
• Thermostats: Programmable thermostats adjust to seasonal needs and can be set to control temperatures in individual rooms. Homeowners can use their smartphones to monitor heating and cooling systems, adjust temperatures, and manage energy consumption.
• Appliances: Smart appliances, such as dishwashers, can be programmed to run at nonpeak electrical times. Coffeemakers can turn on at set times and shut off if an overheating coffeepot has been left on accidentally. Refrigerators can track expiration dates and create shopping lists.
• Security: Security systems can detect break-ins at doors and heat from fires, and they can send text and email messages to alert a homeowner when someone has entered or left the home. Surveillance cameras keep a watchful eye on the premises and interior rooms; homeowners can view the images on televisions and computers within the house or on a webpage when they are away from home.
• Remotes: Many people are turning to using their smartphones and tablets to control all the devices in the room. Users enjoy the convenience of customizing apps to operate their television, DVR, and security system and to perform other functions anywhere in the home.

POINTS: 1

REFERENCES: 1-9 - 1-10
Gaming and Digital Home

TOPICS: Critical Thinking

19. Differentiate between each of the following:

- Data and Information
- Input and Output
- Memory and Storage

ANSWER: Student responses will vary, but should be drawn from the following information from the text.

Data is a collection of unprocessed items, which can include text, numbers, images, audio, and video. Information conveys meaning to users.

Input is entering data into a computer using an input device, such as a keyboard, pointing device, voice, or video. Output is when a computer conveys information using an output device, such as a printer, display, or speakers.

Memory consists of electronic components that store instructions waiting to be executed and the data needed by those instructions. Storage holds data, instructions, and information for future use.

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POINTS: 1
REFERENCES: 1-10 - 1-15
Data and Information
TOPICS: Critical Thinking

20. Briefly describe each of the following as they relate to digital security and privacy:

- Viruses and malware
- Privacy
- Health concerns
- Environmental issues

ANSWER:
Student descriptions will vary but they should touch on the three technologies listed below:

- Malware, short for malicious software, is software that typically acts without a user's knowledge and deliberately alters the computer's or mobile device's operations. Examples of malware include viruses, worms, trojan horses, rootkits, spyware, adware, and zombies. Each of these types of malware attacks your computer or mobile device differently. Some are harmless pranks that temporarily freeze, play sounds, or display messages on your computer or mobile device. Others destroy or corrupt data, instructions, and information stored on the infected computer or mobile device.
- Nearly every life event is stored in a computer somewhere ... in medical records, credit reports, tax records, etc. In many instances, where personal and confidential records were not protected properly, individuals have found their privacy violated and identities stolen. Some techniques you can use to protect yourself from identity theft include shredding financial documents before discarding them, never clicking links in unsolicited email messages, and enrolling in a credit monitoring service. Adults, teens, and children around the world are using online social networks to share their photos, videos, journals, music, and other personal information publicly. Some of these unsuspecting, innocent computer users have fallen victim to crimes committed by dangerous strangers. Protect yourself and your dependents from these criminals by being cautious in email messages and on websites. For example, do not share information that would allow others to identify or locate you, and do not disclose identification numbers, user names, passwords, or other personal security details. A user name is a unique combination of characters, such as letters of the alphabet or numbers, that identifies one specific user. A password is a private combination of characters associated with a user name.
- Prolonged or improper computer and mobile device use can lead to injuries or disorders of the hands, wrists, elbows, eyes, neck, and back. Computer and mobile device users can protect themselves from these health risks through proper workplace design, good posture while at the computer, and appropriately spaced work breaks. With the growing use of earbuds and headphones, some users are experiencing hearing loss. Ways to protect your hearing when using these devices were presented earlier in this module. Two behavioral health risks are technology addiction and technology overload. Technology addiction occurs when someone becomes obsessed with using technology. Individuals suffering from technology overload feel distressed when deprived of computers and mobile devices. Once recognized, both technology addiction and technology overload are treatable disorders.
- Manufacturing processes for computers and mobile devices, along with e-waste (discarded

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computers and mobile devices), are depleting natural resources and polluting the environment. When computers and mobile devices are stored in basements or other locations, disposed of in landfills, or burned in incinerators, they can release toxic materials and potentially dangerous levels of lead, mercury, and flame retardants. Green computing involves reducing the electricity consumed and environmental waste generated when using a computer. Strategies that support green computing include recycling, using energy-efficient hardware and energy-saving features, regulating manufacturing processes, extending the life of computers, and immediately donating or properly disposing of replaced computers. When you purchase a new computer, some retailers offer to dispose of your old computer properly.

POINTS: 1
REFERENCES: 1-22 - 1-24
Digital Security and Privacy
TOPICS: Critical Thinking

21. Explain in detail what it means to synchronize computers and mobile devices. Include at least two strategies for keeping your files in sync in your answer.

ANSWER: Student responses will vary, but should be drawn from the following information from the text.
If you use multiple computers and mobile devices throughout the day, keeping track of common files may be difficult. For example, each morning, you may begin the day by checking your appointment calendar on your computer. That same calendar appears on your smartphone, so that you can view your schedule throughout the day. You may, however, add, change, or delete appointments using the smartphone, so when you return home you will need to update the calendar on your computer to reflect these edits. When you synchronize, or sync, computers and mobile devices, you match the files in two or more locations with each other. Along with appointments, other commonly synced files from a smartphone are photos, email messages, music, apps, contacts, calendars, and ringtones.

Syncing can be a one-way or a two-way process. With a one-way sync, also called mirroring, you add, change, or delete files in a destination location, called the target, without altering the same files in the original location, called the source. For example, you may have a large collection of music stored on your computer at home (the source), and you often copy some of these songs to your mobile device (the target). If you add or delete songs from your computer, you also will want to add or change these songs on your mobile device. If, however, you add or change the songs on your mobile device, you would not want to make these changes on your computer.

In two-way sync, any change made in one location also is made in any other sync location. For example, you and your friends may be working together to create one document reflecting your combined ideas. This document could be stored on a network or on cloud storage on the Internet. Your collaboration efforts should reflect the latest edits each person has made to the file.

You can use wired or wireless methods to sync. In a wired setup, cables connect one device to another, which allows for reliable data transfer. While wireless syncing offers convenience and automation, possible issues include battery drain and low signal strength when the devices are not close to each other.

Strategies for keeping your files in sync include the following:
• Use a cable and software. Syncing photos from a camera or a smartphone to a computer frees up memory on the mobile device and creates a backup of these files. You easily can transfer photos using a data sync cable and synchronization software. Be certain not to disconnect the mobile device from the computer until the sync is complete. You also can copy your photos and documents from the computer

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to a smartphone, an external hard disk, a USB flash drive, or some other portable storage device.

• Use cloud storage. Cloud storage can provide a convenient method of syncing files stored on multiple computers and accessing them from most devices with Internet access. Several cloud storage providers offer a small amount of storage space at no cost and additional storage for a nominal fee per month or per year. Each provider has specific features, but most allow users to share files with other users, preview file contents, set passwords, and control who has permission to edit the files.

• Use web apps. By using web apps for email, contacts, and calendars, your information is stored online, so that it is accessible anywhere you have an Internet connection, and can sync with multiple devices.

POINTS: 1
REFERENCES: 1-30 - 1-31
Staying in Sync
TOPICS: Critical Thinking

True / False

22. A computer accepts data, called output.
a. True
b. False
ANSWER: False
POINTS: 1
REFERENCES: 1-3
Computers

23. With an all-in-one computer the display device is separate from the tower.
a. True
b. False
ANSWER: False
POINTS: 1
REFERENCES: 1-5
Computers

24. A study concluded that drivers using hands-free technologies are distracted, miss visual clues, and have slower reaction times.
a. True
b. False
ANSWER: True
POINTS: 1
REFERENCES: 1-6
Computers

25. Most e-book reader models have a touch screen, and some are Internet capable.
a. True
b. False
ANSWER: True

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POINTS: 1
REFERENCES: 1-8
Computers

26. Gaming consoles are more portable than handheld gaming devices.
a. True
b. False
ANSWER: False
POINTS: 1
REFERENCES: 1-9
Computers

27. Keyboards for mobile devices contain the same number of keys as desktop keyboards.
a. True
b. False
ANSWER: False
POINTS: 1
REFERENCES: 1-11
Data and Information

28. A headset contains both a microphone and a speaker.
a. True
b. False
ANSWER: True
POINTS: 1
REFERENCES: 1-13
Data and Information

29. Mobile computers and devices typically have a separate physical display device.
a. True
b. False
ANSWER: False
POINTS: 1
REFERENCES: 1-13
Data and Information

30. Both earbuds and headphones usually include noise-cancelling technology that enable you to reduce the volume level needed.
a. True
b. False
ANSWER: True
POINTS: 1
REFERENCES: 1-14
Data and Information

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31. Storage consists of electronic components that store instructions and data waiting to be executed.
    a. True
    b. False
ANSWER: False
POINTS: 1
REFERENCES: 1-15
Data and Information

32. Flash memory has many moving parts, making it less durable and shock resistant than other types of media.
    a. True
    b. False
ANSWER: False
POINTS: 1
REFERENCES: 1-15
Data and Information

33. Without a built-in card slot, you cannot transfer stored items from a memory card to a computer or printer.
    a. True
    b. False
ANSWER: False
POINTS: 1
REFERENCES: 1-16
Data and Information

34. By subscribing to an ISP, you can connect to the Internet through your computers and mobile devices.
    a. True
    b. False
ANSWER: True
POINTS: 1
REFERENCES: 1-18
The Web

35. Uploading is the process of transferring existing content stored on a server or other computer or device to your device via a network.
    a. True
    b. False
ANSWER: False
POINTS: 1
REFERENCES: 1-18
The Web

36. Google is an example of a search engine.
    a. True
    b. False
ANSWER: True

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POINTS: 1
REFERENCES: 1-20
The Web

37. Posts on Twitter form a blog because of its journal format.
a. True
b. False
ANSWER: True
POINTS: 1
REFERENCES: 1-21
The Web

38. Most people feel that they should be asked before someone posts a picture of them online.
a. True
b. False
ANSWER: True
POINTS: 1
REFERENCES: 1-21
The Web

39. A password is a unique combination of characters that identifies one specific user.
a. True
b. False
ANSWER: False
POINTS: 1
REFERENCES: 1-23
Digital Security and Privacy

40. Individuals suffering from technology overload feel distressed when deprived of computers and mobile devices.
a. True
b. False
ANSWER: True
POINTS: 1
REFERENCES: 1-23
Digital Security and Privacy

41. A program is another term for software.
a. True
b. False
ANSWER: True
POINTS: 1
REFERENCES: 1-24
Programs and Apps

42. Word processing, presentation, and personal finance are types of personal interest applications.

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a. True
b. False

ANSWER: False
POINTS: 1
REFERENCES: 1-25
Programs and Apps

43. C++ and JavaScript are examples of programming languages.
a. True
b. False

ANSWER: True
POINTS: 1
REFERENCES: 1-26
Programs and Apps

44. Crowdsourcing is the practice of involving a large group of people to collectively contribute time, services, funds, expertise, or ideas.
a. True
b. False

ANSWER: True
POINTS: 1
REFERENCES: 1-31
Technology Uses

45. With streaming media, you access the media content while it downloads.
a. True
b. False

ANSWER: True
POINTS: 1
REFERENCES: 1-34
Technology Uses

46. Engineers, scientists, architects, game designers, and graphic artists are examples of power users.
a. True
b. False

ANSWER: True
POINTS: 1
REFERENCES: 1-38
Technology Uses

Multiple Choice

Critical Thinking Questions
Case 1-1

Gennie has just gotten her first smartphone with a touch screen. Mia is giving her a lesson on how to use the touch screen.

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47. Gennie wants to zoom in. Mia tells her she should _____.
    a. Press and hold
    b. Drag or slide
    c. Swipe
    d. Stretch

ANSWER: d
POINTS: 1
REFERENCES: 1-4 Computers
TOPICS: Critical Thinking

48. Gennie wants to move an item around on the screen. Mia tells her she should _____.
    a. Press and hold
    b. Drag or slide
    c. Swipe
    d. Stretch

ANSWER: b
POINTS: 1
REFERENCES: 1-4 Computers
TOPICS: Critical Thinking

Critical Thinking Questions
Case 1-2

Parvati wants to find out more information about purchasing a computer, so she performs a web search.

49. Parvati should use a search engine, such as _____.
    a. Digg
    b. LinkedIn
    c. Wikipedia
    d. Bing

ANSWER: d
POINTS: 1
REFERENCES: 1-20 The Web
TOPICS: Critical Thinking

50. Which of the following is NOT true about Parvati's web search?
    a. She will enter the desired search text in the Query box.
    b. To display the website of the search result, click it in the list.
    c. The more descriptive the search text, the easier it will be to locate the desired search results.
    d. The search engine may provide search text suggestions as she types.

ANSWER: a

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POINTS: 1
REFERENCES: 1-20
The Web
TOPICS: Critical Thinking

51. Which of the following is NOT a basic function of a computer?
a. Accept data
b. Process data
c. Produce input
d. Store information
ANSWER: c
POINTS: 1
REFERENCES: 1-3
Computers

52. A collection of related instructions organized for a common purpose is referred to as _____.
a. hardware
b. scripts
c. data
d. software
ANSWER: d
POINTS: 1
REFERENCES: 1-3
Computers

53. Digital _____ includes music, photos, and videos.
a. animation
b. media
c. multiplex
d. playables
ANSWER: b
POINTS: 1
REFERENCES: 1-7
Computers

54. Activity trackers and smartwatches are two types of _____ devices.
a. GPS
b. plug-and-play
c. wearable
d. streaming media
ANSWER: c
POINTS: 1
REFERENCES: 1-8
Computers

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55. Digital device _____ is the trend of computers and devices with technologies that overlap.
    a. transference
    b. compatibility
    c. merging
    d. convergence

ANSWER: d
POINTS: 1
REFERENCES: 1-9
Computers

56. A mouse is an example of a(n) _____ device.
    a. output
    b. pointing
    c. processing
    d. display

ANSWER: b
POINTS: 1
REFERENCES: 1-12
Data and Information

57. A common way to display a shortcut menu using a mouse is to _____.
    a. point
    b. drag
    c. right-click
    d. double-click

ANSWER: c
POINTS: 1
REFERENCES: 1-12
Data and Information

58. A common way to move an object from one location to another using a mouse is to _____.
    a. point
    b. drag
    c. right-click
    d. double-click

ANSWER: b
POINTS: 1
REFERENCES: 1-12
Data and Information

59. A(n) _____ is an output device that visually conveys text, graphics, and video information.
    a. display
    b. printer

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c. scanner
d. webcam

ANSWER: a
POINTS: 1
REFERENCES: 1-13
Data and Information

60. A(n) _____ disk is a storage device that contains one or more inflexible, circular platters that use magnetic particles to store data, instructions, and information.
a. solid-state
b. hard
c. flash
d. optical

ANSWER: b
POINTS: 1
REFERENCES: 1-15
Data and Information

61. CDs and DVDs are two types of _____ discs.
a. optical
b. hard
c. solid-state
d. flash

ANSWER: a
POINTS: 1
REFERENCES: 1-16
Data and Information

62. A web _____ is a computer that delivers requested webpages to your computer or mobile device.
a. host
b. storage device
c. server
d. terminal

ANSWER: c
POINTS: 1
REFERENCES: 1-18
The Web

63. www.cengagebrain.com is an example of a valid web _____.
a. address
b. server
c. protocol
d. link

ANSWER: a

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POINTS: 1
REFERENCES: 1-19
The Web

64. A(n) _____ is software that finds websites, webpages, images, videos, and other information related to a specific topic.
a. browser
b. search engine
c. web server
d. cloud app
ANSWER: b
POINTS: 1
REFERENCES: 1-20
The Web

65. Twitter and LinkedIn are examples of what kind of website?
a. search engine
b. blog
c. online social network
d. homepage
ANSWER: c
POINTS: 1
REFERENCES: 1-21
The Web

66. Which Internet communication service can you use to speak to other users over the Internet?
a. VoIP
b. FTP
c. Email
d. IM
ANSWER: a
POINTS: 1
REFERENCES: 1-22
The Web

67. Which Internet communication service can you use to transfer items to and from other computers on the Internet?
a. VoIP
b. FTP
c. Email
d. IM
ANSWER: b
POINTS: 1
REFERENCES: 1-22
The Web

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68. Trojan horses and zombies are examples of _____.
a. cloud apps
b. search engines
c. hackers
d. malware

ANSWER: d
POINTS: 1
REFERENCES: 1-22
Digital Security and Privacy

69. Several words separated by spaces used in place of a password are called what?
a. passphrases
b. user names
c. logical keys
d. symbol generators

ANSWER: a
POINTS: 1
REFERENCES: 1-23
Digital Security and Privacy

70. A(n) _____ system is a set of programs that coordinates all the activities among computer or mobile device hardware.
a. management
b. operating
c. network
d. application

ANSWER: b
POINTS: 1
REFERENCES: 1-24
Programs and Apps

71. A(n) _____ consists of programs designed to make users more productive and/or assist them with personal tasks.
a. operating system
b. server
c. application
d. system software

ANSWER: c
POINTS: 1
REFERENCES: 1-25
Programs and Apps

72. You interact with a program through its user _____.
a. protocol

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b. development unit
c. input window
d. interface

ANSWER: d
POINTS: 1
REFERENCES: 1-26
Programs and Apps

73. When you _____ computers and mobile devices, you match the files in two or more locations with each other.
a. pair
b. network
c. link
d. sync

ANSWER: d
POINTS: 1
REFERENCES: 1-30
Communications and Networks

74. In the educational practice of BYOD, what does D stand for?
a. disc
b. drive
c. device
d. data

ANSWER: c
POINTS: 1
REFERENCES: 1-32
Technology Uses

75. A(n) _____ network is a system that attempts to imitate the behavior of the human brain.
a. neural
b. intelligent
c. cerebral
d. advanced

ANSWER: a
POINTS: 1
REFERENCES: 1-36
Technology Uses

COGNITIVE ASSESSMENT

76. What is a person called who can accomplish many types of daily tasks using technology?
a. Tech savvy
b. Internet wizard
c. Computer savant

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d. App efficient

ANSWER: a
POINTS: 1
REFERENCES: 1-2
Today's Technology

77. Which of the following is NOT true about digital cameras?
a. Many digital cameras have built-in GPS.
b. To record video, you must purchase a separate digital video camera.
c. Digital cameras typically allow you to review, and sometimes modify, images while they are on the camera.
d. A smart digital camera can communicate wirelessly with other devices.

ANSWER: b
POINTS: 1
REFERENCES: 1-7
Computers

78. What is described as having a current knowledge of computers, mobile devices, the web, and related technologies?
a. Tech knowledge
b. Digital literacy
c. Computer certification
d. Webmaster

ANSWER: b
POINTS: 1
REFERENCES: 1-3
Today's Technology

79. Which of the following is given as a reason for the popularity of video games?
a. convergence
b. availability of gaming controllers
c. the social aspect
d. mobility

ANSWER: c
POINTS: 1
REFERENCES: 1-9
Computers

80. Which of the following is NOT true about memory and storage?
a. Hard disks and solid-state disks generally have the largest storage capacities.
b. Storage devices often also function as a source of input and output.
c. Most memory keeps data and instructions permanently.
d. A storage device records and/or retrieves items to and from storage media.

ANSWER: c
POINTS: 1
REFERENCES: 1-15

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Data and Information

81. Which of the following best describes the term, the Internet of Things?
a. Convergence of technological capabilities from multiple devices into fewer.
b. The ability of everyday devices to transmit data to and from the Internet using sensors.
c. The network of devices and computers that connect to the cloud.
d. The capability to store and locate information and data on the web.

ANSWER: b
POINTS: 1
REFERENCES: 1-18
The Web

82. Which of the following best describes how you can use Facebook?
a. Share professional interests, education, and employment history.
b. Follow people, companies, and organizations in which you have an interest.
c. Create an online journal of short messages broadcast to your followers.
d. Share messages, interests, activities, events, photos, and other personal information with family and friends.

ANSWER: d
POINTS: 1
REFERENCES: 1-21
The Web

83. Which of the following is NOT recommended advice to protect your computer from malware?
a. Disconnect your computer from the Internet before opening email attachments.
b. Close spyware windows.
c. Remove firewall software and hardware.
d. Scan removable media before using.

ANSWER: c
POINTS: 1
REFERENCES: 1-22
Digital Security and Privacy

84. If you want to connect multiple devices together in your home to share a single Internet connection and devices such as a printer, what should you do?
a. Subscribe to cloud services.
b. Network your computers and devices.
c. Create a hot spot.
d. Pair the devices using Bluetooth.

ANSWER: b
POINTS: 1
REFERENCES: 1-29
Communications and Networks

85. Which of the following is most likely to require use of a server, desktop, and industry-specific handheld computer, and

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is most likely to use spreadsheets, databases, and accounting software?

a. home user
b. enterprise user
c. mobile user
d. power user

ANSWER: b
POINTS: 1
REFERENCES: 1-39
Technology Uses

Completion

86. Computers contain many electric, electronic, and mechanical components known as _____.
ANSWER: hardware
POINTS: 1
REFERENCES: 1-3
Computers

87. A(n) _____ also is called a notebook computer.
ANSWER: laptop
POINTS: 1
REFERENCES: 1-3
Computers

88. A(n) _____ is a collection of computers and devices connected together, often wirelessly.
ANSWER: network
POINTS: 1
REFERENCES: 1-5
Computers

89. _____ is a collection of unprocessed items, including text, images, audio, and video.
ANSWER: data
POINTS: 1
REFERENCES: 1-10
Data and Information

90. A(n) _____ is an input device that enables you to speak into a computer or mobile device.
ANSWER: microphone
POINTS: 1
REFERENCES: 1-13
Data and Information

91. A(n) _____ is a light-sensing input device that converts printed text and images into a form the computer can process.
ANSWER: scanner

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POINTS: 1
REFERENCES: 1-13
Data and Information

92. A(n) _____ printer can print solid objects from materials including plastic, nylon, or wood.
ANSWER: 3-D
3D
POINTS: 1
REFERENCES: 1-13
Data and Information

93. A(n) _____ TV is an Internet-capable, high-definition television on which you can use the Internet to watch video, listen to the radio, play games, and communicate with others.
ANSWER: Smart
POINTS: 1
REFERENCES: 1-14
Data and Information

94. A USB _____ drive is a portable memory storage device that you plug into a USB port.
ANSWER: flash
POINTS: 1
REFERENCES: 1-16
Data and Information

95. _____ storage is an Internet service that provides remote storage to computer users.
ANSWER: Cloud
POINTS: 1
REFERENCES: 1-16
Data and Information

96. A(n) _____ is a duplicate of content on a storage medium that you can use in case the original is lost, damaged, or destroyed.
ANSWER: backup
POINTS: 1
REFERENCES: 1-16
Data and Information

97. A(n) _____ is software that enables users with an Internet connection to access and view webpages on a computer or mobile device.
ANSWER: browser
POINTS: 1
REFERENCES: 1-19
The Web

98. _____ computing involves reducing the electricity consumed and environmental waste generated when using a computer.

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ANSWER: green
POINTS: 1
REFERENCES: 1-24
Digital Security and Privacy

99. _____ uses short-range radio signals to enable computers and devices to communicate with each other, such as a phone to a headset.
ANSWER: Bluetooth
POINTS: 1
REFERENCES: 1-28
Communications and Networks

100. A(n) _____ is a collaborative website that allows users to create, add to, modify, or delete content.
ANSWER: wiki
POINTS: 1
REFERENCES: 1-37
Technology Uses

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