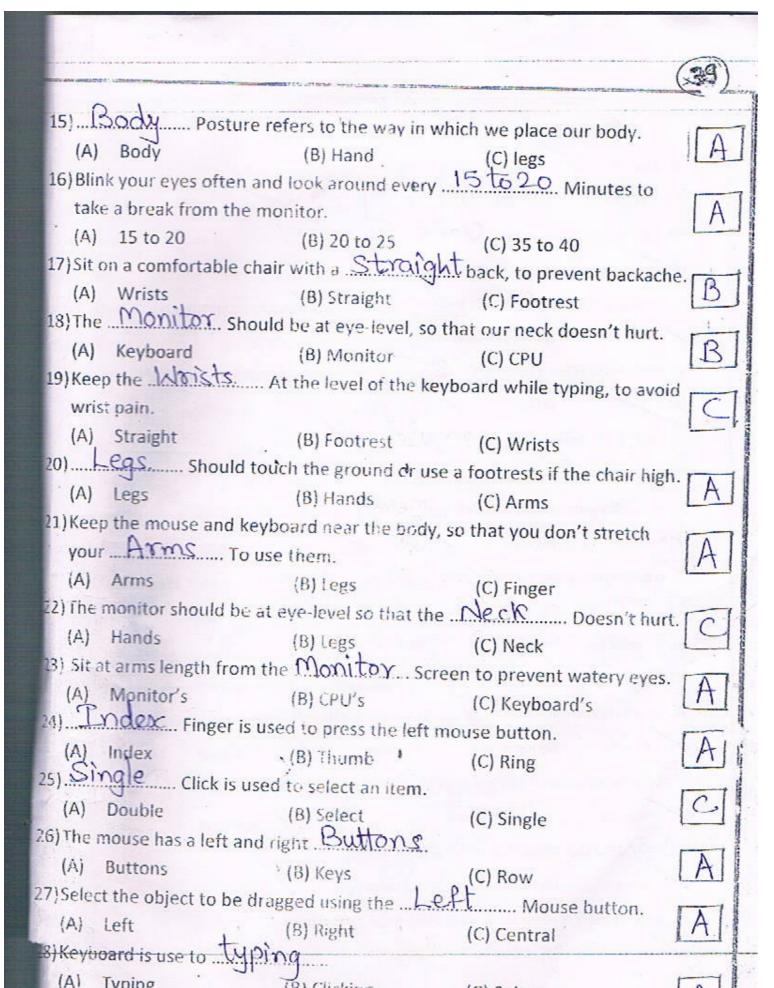
-:: Computer ::-

4	↓ Multiple choice question. (40)								
1) Who have a left-hand side and a right hand side.									
	(A) N	louse	(B) CPU	(C) Keyboard	A				
2)	The	second row of alphabe		the home Row.					
	(A)	Home	(B) Tab	(C) Window	LA-				
3)	3) In which row does the following E, T, I keys are find.								
	(A)	Home	(B) Top 1	(C) Bottom	B				
-4)	-4) In which row does the following Z, M, C key find.								
	(A)	Home	(В) Тор	(C) Bottom	C				
5) In which keys does S, G, D, K keys are find.									
	(A)	Тор	(B) Bottom	(C) Home					
6)	A m	ouse is a Pointing.	. Device.						
			(B) Key	(C) Buttons					
7)	A m	ouse has 2 or 3	8uttons.						
	(A)	2 or 3	(B) 3 or 4	(C) 4 or 1	LA				
8)	The small arrow on the monitor is called the Mouse Pointer								
		CPU	(B) Keyboard !		C				
9)	Right click means to click the Right Button on the mouse.								
	(A)	Right	(B) Left	(C) Center	H				
10)The	mouse pointer looks li	ke on Arrow		A				
	(A)	Arrow	(B) Key	(C) CPU					
11) Mostly when you right-click the mouse, a Context. Menu appears.									
	(A)	Context	(B) Documents	(C) Message					
5.2	12) Picking up icons from one location on the computer and placing them in								
	anot	her location is called $\mathbb D$	rag. Larop. Feature						
	(A)	Right-click	(B) Double-click	(C) Drag and drop	V				
13	13) We can control the arrow using a Mouse								
	(A)		(B) Mouse	(C) CPU	B				
14) When we turn a computer on, we see a small arrow on the Screen									
	(A)		(B) Screen	(C) Mouse	B				
			4						



(B) Clicking

(C) Select

Typing

r.			17	
(B)		UCT	7]	
All Programs - Ga Q	<u>ന</u> ല - Purble pl	ace.		
(B) Notepad (C)	Paint			1
like a <u>Crame</u> sho	p.		w are the	
(B) Toy(C) None				
liows you to play	3Differe	ent types of game	es.	
(B) 2 (C)	1			
ame is using the $\underline{\mathcal{m}}$	ouse			
Mouse (C)	CPU			
ne allows us to test o	ur Memory:	at a time.	A STATE OF THE STA	
(B) Legs	JC Memor	У		
game we need to clic	k on each tile _	at time	e.	
uers 1				
es are the3	different ga	mes.		_ 3
(c) 1				
n the <u>left</u> Hom	e to play the p	urble pair game.		
(B) Right	(C) None			
ame, if you find a ma	atch , click on th	ne other pair and	see the tiles DIS	oppears
(B) Appear		(C) None		
ck till you find all the	pair.			
(B) None	(C) Cancel			
e is complete you will	view the Sco	re sheet.		1
(B) Live	(C) Work			-
	(B) Notepad (C) (B) Notepad (C) (B) Toy(C) None (B) Toy(C) None (B) 2 (C) ame is using the M (B) Legs game we need to clic (B) Legs game we need to clic (C) 1 (B) Right (B) Right (B) Appear (C) Shope (B) None (B) None (C) Shope (C) Sho	(B) All Programs - Came - Purble place (B) Notepad (C) Paint like a Chame shop. (B) Toy(C) None llows you to play 3 Differed (B) 2 (C) 1 ame is using the MOUSE Mouse (C) CPU ne allows us to test our Memory: (B) Legs (C) Memory game we need to click on each tile and the same the 3 different game. (C) 1 the Left Home to play the pure (B) Right (C) None (B) Appear (ck till you find all the pair. (B) None (C) Cancel	All Programs - Chame - Purble place. (B) Notepad (C) Paint like a Chame shop. (B) Toy(C) None llows you to play3 Different types of games (B) 2	All Programs - Ctame - Purble place. (B) Notepad (C) Paint like a Cheme shop. (B) Toy(C) None llows you to play

41. Click on th	ne Play again Button	to continue	playing.	
A(A) Play again	(B) Main Men	u	(C) Exit	
42. Click on to	stop playing.			
WAY Exit	(B) Play again	(C) Main me	enu	
43. In the cak	e shop in purble place	people orde	er for <u>Cakes</u>	<u>1</u> .
(A) Cakes		ocolate	(C) Juice	
44. A picture	of the cake that is ord	ered is show	on the Sc	reen
(A) Keyboard			(C) CPU	
45. The <u>Ca</u>	Ke_has a shapes	bottom colo	ur, top colour,	toppings.
(A) Cake	20 th	ocolate	(C) Juice	
46. View the	cake that is ordered o	n the top 1	eft_screen.	
ALAT Left	(B) Right		None	
	e pairs, if our answer is	Correcthe t	wo tiles will dis	appear.
(A) Correct	(B) Wrong	(C) None		
~	Ke Shop we need to		ptions.	
NA) Cake sho	p (B) Toy shop	(C)	Shopping	
	to create 5			ly to win the game.
WAT5	(B) 4	(C)3		
50. While m	aking cake, after selec	ting an optic	on click on the	outton.
VANNext	(B) Select		Exit	