# ST. LAWRENCE HIGH SCHOOL

A Jesuit Christian Minority Institution

**WORKSHEET -7 (ANSWER KEY)**

**Topic – Introduction and Hardware**

| | | |
|---|---|---|
| Subject: COMPUTER | Class - 5 | F.M:15 |
| Chapter: Types of Software | | Date: 19/06/2021 |

## Choose the correct answer for each question      15x1=15

1. Devices that accepts data from outside computer and transfer into CPU are called-

   a. **<u>input devices</u>**
   b. digital devices
   c. analogue devices
   d. output devices

2. _____ is a set of programs that performs a specific task.
   a. Hardware
   b. **<u>Software</u>**
   c. Input device
   d. None of these

3. _____ can be touched, felt or seen.
   a. **<u>Hardware</u>**
   b. Software
   c. Input device
   d. None of these

4. Which of the following is **NOT** an example of hardware?
   a. Printer
   b. Plotter
   c. Stylus Pen
   d. **<u>None of these</u>**

5. Which among the following is/are an example of hardware?
   a. Barcode scanner
   b. Touchscreen
   c. Headphone
   d. **<u>All of these</u>**

6. Which among the following is/are an example of software?
   a. MS Paint
   b. Anti-virus
   c. **<u>Both (a) and (b)</u>**
   d. Mic

7. _____ are often used to control video games, and usually have one or more push-buttons.
   a. **Joystick**
   b. Stylus pen
   c. Speaker
   d. Printer
8. _____ is touched by a finger or stylus, it registers the event and sends it to a controller for processing.
   a. Stylus pen
   b. Monitor
   c. Joystick
   d. **Touch-screen**
9. Which among the following is an input device?
   a. **Stylus pen**
   b. Monitor
   c. Headphone
   d. Plotter
10. _____gives audio output from the computer.
    a. Headphone
    b. Speaker
    c. **Both (a) and (b)**
    d. Keyboard
11. A _____ is a low-resolution video camera which is used to provide a visual input.
    a. **Web-cam**
    b. Joystick
    c. Bar-code scanner
    d. None of these
12. _____ is a device that accepts text and graphic output from a computer and transfers the information onto the paper.
    a. Monitor
    b. **Printer**
    c. Headphone
    d. Joystick
13. Consider the following statements and choose the correct option:
    (1) Keyboard is an output device.
    (2) Bar-code scanner is most commonly used for playing computer games.
    a. Statement (1) is false and statement (2) is true
    b. Statement (1) is true and statement (2) is false
    c. Both these statements are true
    d. **Both these statements are false**

14. _____ is similar to whiteboard, through which we can draw on the screen of the monitor using a stylus.
    a. Joystick
    b. **Graphic tablet**
    c. Webcam
    d. Bar-code scanner

15. _____ is an electronic device that often looks similar to televisions.
    a. Plotter
    b. Touchscreen
    c. **<u>Monitor</u>**
    d. Printer

Phalguni Pramanik