

## **ST. LAWRENCE HIGH SCHOOL**

A Jesuit Christian Minority Institution



## WORKSHEET -4 (ANSWER KEY)

	<u>Topic – H</u>	Iardware, Input Devices an	d Output Devices
ubject: COMPUTER hapter: Types of Software		Class - 5	F.M:15
			Date: 09/05/2020
<u>Choose t</u>	he correct ans	wer for each question	15x1=15
1. Device	es that accepts d	ata from outside computer a	and transfer into CPU are called
a.	input devices		
b.	digital devices		
	analogue devic		
d.	output devices		
2	is a set o	f programs that performs a s	pecific task.
a.	Hardware		
	<u>Software</u>		
	Input device		
	None of these		
3	can be	e touched, felt or seen.	
	<u>Hardware</u>		
	Software		
	Input device		
d.	None of these		
4. Which	າ of the followin <sub>ີ</sub> ຢ	g is not an example of hardwa	are?
a.	Printer		
b.	Plotter		
с.	Stylus Pen		
d.	<u>None of these</u>		
5. Which	n among the follo	owing is/are an example of h	ardware?
a.	Barcode scanne	er	
b.	Touchscreen		
с.	Headphone		
d.	All of these		
6. Which	n among the follo	owing is/are an example of so	oftware?
	MS Paint	- · · · ·	
	Anti-virus		
	<u>Both (a) and (b</u>	<u>)</u>	
	Mic	_	

- 7. \_\_\_\_\_ are often used to control video games, and usually have one or more pushbuttons.
  - a. <u>Joystick</u>
  - 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. <u>Stylus pen</u>
  - b. Monitor
  - c. Headphone
  - d. Plotter

10. Which among the following is an output device?

- a. Joystick
- b. Mouse
- c. <u>Speaker</u>
- d. Keyboard
- 11. CPU is an example of \_\_\_\_\_\_.
  - a. <u>Hardware</u>
  - b. Software
  - c. Computer
  - d. None of these
- 12. \_\_\_\_\_ is a device that accepts text and graphic output from a computer and transfers the information to paper
  - a. Monitor
  - b. <u>Printer</u>
  - c. Headphone
  - d. Joystick
- 13. Hardware is a device that we can:
  - a. See
  - b. Touch
  - c. Feel
  - d. All of these

- 14. \_\_\_\_\_ provides the mean of communication between a user and the computer.
  - a. Input device
  - b. Output device
  - c. Both (a) and (b)
  - d. Internet
- 15. \_\_\_\_\_\_ is an electronic device that often looks similar to televisions.
  - a. Plotter
  - b. Touchscreen
  - c. <u>Monitor</u>
  - d. Printer

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