Unit 6: Impacts of Computing

46 MCQs. Correct option in bold. 1 mark each.

1. Technology addiction is also known as
A. software piracy
B. digital or internet addiction
C. memory loss
D. hardware failure

2. Technology addiction refers to
A. occasional use of devices
B. avoiding all technology
C. using technology only for work
D. excessive and compulsive use of devices like phones, games and social media

3. Technology addiction can worsen
A. depression and anxiety
B. grades
C. physical fitness
D. friendships

4. Excessive screen time commonly causes
A. better social skills
B. better grades
C. social isolation and loneliness
D. more physical activity

5. Which of these is NOT a way to protect personal information online?
A. Using strong passwords
B. Sharing your passwords with friends
C. Keeping privacy settings updated
D. Being alert for scams

6. GDPR is a technology/privacy law of
A. Pakistan
B. China
C. Europe
D. the U.S.

7. CCPA is a privacy law of
A. the U.S. (California)
B. India
C. Europe
D. Japan

8. Which is a beneficial use of the internet?
A. Cyberbullying
B. Spreading misinformation
C. Increasing online fraud
D. Access to educational resources

9. Criminals use the internet for hacking, identity theft, online fraud and
A. banking only
B. spreading malware
C. gaming only
D. teaching

10. A scam that tricks people into giving personal information by pretending to be trustworthy is
A. phishing
B. backup
C. encryption
D. antivirus

11. Fake websites are designed to
A. speed up the internet
B. store backups
C. protect users
D. look real but steal information or spread malware

12. Stealing sensitive information, intellectual property and government secrets by nations is
A. cyber banking
B. cyber gaming
C. cyber espionage
D. cyber education

13. Spyware is software that
A. spies on your activity and sends personal info to unauthorised people
B. protects your device
C. speeds up your computer
D. removes viruses

14. Spyware can do all of the following EXCEPT
A. see what you type
B. remember passwords
C. take screenshots
D. improve your device performance

15. Cookies are
A. operating systems
B. antivirus programs
C. tiny files saved on your device to remember what you do online
D. viruses

16. Cloud computing is the use of
A. only CDs
B. servers, storage and software over the internet
C. only paper
D. only local hardware

17. A public cloud is
A. a private network for personal use
B. a secure boot process
C. a cloud used by a single organisation
D. a cloud service offered to the general public by a third-party provider

18. A private cloud is
A. a cloud environment exclusively used by a single organisation
B. a cloud shared by the public
C. a cloud of social media
D. a free cloud

19. AWS is an example of a
A. operating system
B. private cloud
C. public cloud provider
D. antivirus

20. Data encryption is the process of
A. deleting data
B. converting data into a coded format to prevent unauthorised access
C. compressing data only
D. copying data

21. IAM stands for
A. Internal Access Memory
B. Identity and Account Mail
C. Identity and Access Management
D. Internet Access Method

22. MFA stands for
A. multiple file access
B. multi-factor authentication
C. manual firewall access
D. main file archive

23. Firewall rules, network segmentation and VPC are used for
A. network security
B. cooking
C. gaming
D. education

24. Secure boot ensures
A. no startup
B. free software
C. faster startup only
D. only trusted software is loaded at startup

25. A firewall is a security system that
A. prints documents
B. plays music
C. protects computers and networks from unauthorised access
D. stores photos

26. 2FA stands for
A. second firewall access
B. two-file access
C. two-form account
D. two-factor authentication

27. A VPN
A. slows the internet only
B. encrypts your internet connection
C. deletes viruses
D. is a type of virus

28. Cybersecurity is the practice of protecting
A. computer systems, networks and data from unauthorised access and attacks
B. only phones
C. only buildings
D. only hardware

29. The CIA triad of information security is confidentiality, integrity and
A. authentication
B. availability
C. accuracy
D. authority

30. The primary goal of cybersecurity is to
A. protect computer systems and networks
B. create social media platforms
C. develop new software
D. increase internet speed

31. Cybercrime laws
A. allow hacking
B. stop the internet
C. increase spam
D. define cybercrimes and set punishments for offenders

32. Flooding a website with traffic to make it unusable is a
A. VPN
B. firewall
C. DDoS attack
D. backup

33. DDoS stands for
A. Distributed Data of Service
B. Direct Denial of Software
C. Data Denial of Service
D. Distributed Denial of Service

34. Cybercrimes can be reported to
A. only friends
B. only the criminal
C. law enforcement agencies, ISPs, banks and online portals
D. no one

35. Cyberbullying is when someone uses the internet or digital devices to
A. pay others
B. hurt, harass or intimidate others
C. teach others
D. help others

36. Victims of cyberbullying often experience
A. anxiety, depression and low self-esteem
B. improved health
C. better focus
D. high confidence

37. A strategy to prevent cyberbullying is
A. encouraging trolls
B. allowing anonymous attacks
C. education and awareness about digital literacy
D. ignoring it

38. Anonymous reporting systems allow
A. criminals to hide
B. victims and witnesses to report cyberbullying
C. spam to spread
D. hackers to log in

39. Producing and using technology harms the environment through
A. clean air
B. more trees
C. less pollution
D. energy use and electronic waste

40. E-waste is
A. discarded electronic devices with harmful materials
B. glass waste
C. food waste
D. paper waste

41. The digital divide means
A. a type of software
B. everyone has equal access
C. a broken screen
D. some people have less access to technology like the internet

42. The digital divide limits access to
A. fresh air
B. electricity only
C. online education, healthcare and job opportunities
D. sunlight

43. The access divide includes infrastructure and
A. participation
B. affordability
C. literacy
D. relevance

44. The usage divide includes digital literacy and
A. relevance of content
B. affordability
C. infrastructure
D. cost of cables

45. The global divide refers to
A. difference in weather
B. difference in languages only
C. worldwide disparity in access to technology between richer and poorer countries
D. difference in time zones

46. Students can help minimise the digital divide by
A. lowering device prices
B. providing technology training and support to those who need it
C. opening more social accounts
D. developing new games