

**Subject:** Information Technology **Topic:** Basics of Information Technology **Name of the Teacher:** Mrs.Jayashree Mundhe  
Date:10/04/2020

FYJC ARTS/COMMERCE

**Q.1. Fill in the Blanks.**

1. IT stands for \_\_\_\_\_
2. ICT stands for \_\_\_\_\_
3. \_\_\_\_\_ can be any character, text, word, number or raw facts.
4. \_\_\_\_\_ unit helps users to enter data and commands into a computer system.
5. Write examples of input unit: \_\_\_\_\_
6. \_\_\_\_\_ unit is the back bone of computers.
7. Types of Memory : \_\_\_\_\_
8. \_\_\_\_\_ memory is internal memory of the computer.
9. \_\_\_\_\_ holds the data and instruction on which computer is currently working.
10. Types of Primary Memory : \_\_\_\_\_
11. \_\_\_\_\_ is known as read /write memory.
12. RAM is also called as “ \_\_\_\_\_ Memory”.
13. \_\_\_\_\_ is a Permanent Type memory.
14. ROM is also called as “ \_\_\_\_\_ Memory”.
15. \_\_\_\_\_ is an external memory of the computer.
16. The secondary storage devices are : \_\_\_\_\_
17. \_\_\_\_\_ is a binary digit that holds only one of two values : 0 or 1.
18. A group of \_\_\_\_\_ bits is called a nibble.
19. A group of \_\_\_\_\_ bits is called a byte.
20. A set of instructions given to the computer is known as a \_\_\_\_\_.
21. \_\_\_\_\_ refers to the software which releases code in public domain for anyone to use.
22. \_\_\_\_\_ software is used by the proprietary and has a closely guarded code.
23. Write Operating Systems for Personal Computers : \_\_\_\_\_
24. Write Operating Systems for Mobile Phones : \_\_\_\_\_
25. \_\_\_\_\_ is one of the most popular GNU/Linux distribution.
26. There are two main ways to interact with the computer : \_\_\_\_\_
27. GUI stands for \_\_\_\_\_
28. CLI stands for \_\_\_\_\_
29. The \_\_\_\_\_ is when the user interacts with the computer using images, icons, and dialog boxes.
30. The \_\_\_\_\_ is when user interacts with the computer using text.
31. List the directories used in GNU/Linux : \_\_\_\_\_
32. List all commands used in GNU/Linux : \_\_\_\_\_
33. Types of networks : \_\_\_\_\_
34. \_\_\_\_\_ architecture is the design of a computer network.
35. The most widely used types of network architecture are \_\_\_\_\_
36. \_\_\_\_\_ means connecting computer to any other computer anywhere in the world.
37. A \_\_\_\_\_ is a set of rules that governs the communications between computers on a network.
38. Examples of Protocols are- \_\_\_\_\_
39. \_\_\_\_\_ breaks down the message into packets and sends them out into the network.
40. \_\_\_\_\_ protocol translates network address into terms understood by humans and vice-versa.
41. \_\_\_\_\_ protocol can automatically assign internet addresses to computers and users.
42. \_\_\_\_\_ protocol is used to transfer and manipulate files on the internet.
43. \_\_\_\_\_ is an internet-based protocol for sending and receiving web pages.
44. \_\_\_\_\_ protocol for receiving e-mail messages from server on the Internet.
45. \_\_\_\_\_ protocol used for Internet chat and other communications.

46. \_\_\_\_\_ protocol used for receiving e-mail from remote mail servers.

47. \_\_\_\_\_ protocol for sending e-mail messages to the Server on the Internet.

48. List Careers in IT : \_\_\_\_\_  
\_\_\_\_\_

49. List Recent trends in IT : \_\_\_\_\_  
\_\_\_\_\_

50. \_\_\_\_\_ operating systems are usually free of charge, free to distribute, and they are open source.