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Class: 12 th (IP)	Department: Computer Science	Date of submission:
Worksheet No: 08	Topic: Societal Impacts	Note:

Q1. _____ are the records and traces that we left behind as we use Internet.

- a. Digital Footprints
- b. Data Protection
- c. Plagiarism
- d. Digital Data

Q2. Digital footprints are also known as _____

- a. Digital data
- b. Plagiarism
- c. Digital tattoos
- d. Digital print

Q3. Digital footprints are stored _____

- a. Temporarily (for few days)
- b. Permanently
- c. for 7 days only
- d. for 3 days

Q4. Whenever we surf the Internet using smartphones we leave a trail of data reflecting the activities performed by us online, which is our _____

- a. Digital footprint
- b. Digital activities
- c. Online handprint
- d. Internet activities

Q5. There are _____ kinds of Digital footprints.

- a. 1
- b. 2
- c. 3
- d. 4

Q6. Which of the following is type of Digital Footprints?

- a. Active digital footprints
- b. Passive digital footprints
- c. Both of the above
- d. None of the above

Q7. The digital data trail we leave online unintentionally is called _____

- a. Active digital footprints
- b. Passive digital footprints
- c. Current digital footprints
- d. None of the above

Q8. The digital data trail we leave online intentionally is called _____

- a. Active digital footprints
- b. Passive digital footprints
- c. Current digital footprints
- d. None of the above

Q9. Which of the following activity is an example of leaving Active digital footprints?

- a. Surfing internet
- b. Visiting a website
- c. Sending an email to friend
- d. None of the above

Q10. Our digital footprint can be created by _____

- a. visiting any website
- b. sending email
- c. posting online
- d. All of the above

Q11. Our digital footprints are stored in local web browser in the form of _____

- a. browsing history
- b. cookies
- c. passwords
- d. All of the above

Q12. Our digital foot prints are stored in _____

- a. Local web browser
- b. Servers where the applications are hosted
- c. Both of the above
- d. None of the above

Q13. Digital footprints can be used to _____

- a. Trace the user's location
- b. Trace the user's digital activity
- c. know the digital personality of user.
- d. All of the above

Q14. Anyone who uses digital technology along with Internet is a _____

- a. Digital citizen
- b. Netizen
- c. Both of the above
- d. None of the above

Q15. In this era of digital society, we can do _____

- a. Online Shopping
- b. Online Banking
- c. Online Education
- d. All of the above

Q16. Which of the following are Net Etiquette?

- a. Be Ethical
- b. Be Respectful
- c. Be Responsible
- d. All of the above

Q17. Being a responsible digital citizen, we should _____

- a. not use copyrighted materials
- b. avoid cyber bullying
- c. respect privacy of others
- d. All of the above

Q18. Online posting of rumours, giving threats online, posting the victim's personal information, comments aimed to publicly ridicule a victim is termed as _____

- a. Cyber bullying
- b. Cyber crime
- c. Cyber insult
- d. All of the above

Q19. _____ is a person who deliberately sows discord on the Internet by starting quarrels or upsetting people, by posting inflammatory or off topic messages in an online community.

- a. Netizen
- b. Digital Citizen
- c. Internet troll
- d. None of the above

Q20. Digital communication includes _____

- a. Email
- b. Texting
- c. Instant messaging
- d. All of the above

Q21. Communication etiquette include to _____

- a. be polite with others
- b. be credible
- c. be precise
- d. All of the above

Q22. Which of the following is example of Social media?

- a. Facebook
- b. Twitter
- c. Instagram
- d. All of the above

Q23. Which of the following is not an example of Social media platform?

- a. Facebook
- b. Pinterest
- c. Google+
- d. Social channel

Q24. _____ are websites or applications that enable users to participate by creating and sharing content with others in the community.

- a. Social media
- b. Social channel
- c. Social networking
- d. None of the above

Q25. A responsible netizen must abide by _____

- a. net etiquettes
- b. communication etiquettes
- c. social media etiquettes
- d. All of the above

Q26. In social media platform, we can share _____

- a. images
- b. text
- c. videos
- d. All of the above

Q27. Is having the same password for all your accounts on different websites is safe?(T/F)

- a. True
- b. False

Q28. To be a responsible netizen, we should _____

- a. Choose password wisely
- b. think before upload anything online.
- c. change our password frequently.
- d. All of the above

Q29. We should be very careful while uploading anything online?(T/F)

- a. True
- b. False

Q30. Every information available on internet is always correct(T/F)

- a. True
- b. False

Q31. Data that can cause substantial harm, embarrassment, inconvenience and unfairness to an individual, if breached or compromised, is called _____

- a. Sensitive data
- b. Important data
- c. security data

d. None of the above

Q32. Example of sensitive data is _____

- a. Name of a person
- b. Credit card detail of a person
- c. Date of birth of a person
- d. None of the above

Q33. IPR stands for _____

- a. Indian Property Right
- b. Intellectual Property Right
- c. Intelligent Property Right
- d. Intellectual Property Resource

Q34. Code of the software will be protected by _____

- a. copyright
- b. patent
- c. registered trademark
- d. None of the above

Q35. Functional expression of the idea/invention will be protected by _____

- a. copyright
- b. patent
- c. registered trademark
- d. None of the above

Q36. The name and logo of the software will be protected by _____

- a. copyright
- b. patent
- c. registered trademark
- d. None of the above

Q37. Intellectual Property is legally protected through _____

- a. copyright
- b. patent
- c. registered trademark
- d. All of the above

Q38. The _____ include right to copy (reproduce) a work, right to distribute copies of the work to the public, and right to publicly display or perform the work.

- a. Copyright
- b. Patent
- c. Createright
- d. None of the above

Q39. To use copyrighted material, one needs to obtain a license from owner.(T/F)

- a. True
- b. False

Q40. A _____ provide an exclusive right to prevent others from using, selling, or distributing the protected invention

- a. copyright
- b. trademark
- c. patent
- d. All of the above

Q41. A patent protects an invention for _____ years, after which it can be freely used.

- a. 10
- b. 20
- c. 30
- d. 40

Q42. Patentee has the full right of using, selling, or distributing the protected invention.(T/F)

- a. True
- b. False

Q43. _____ includes any visual symbol, word, name, design, slogan, label, etc., that distinguishes the brand from other brands.

- a. Trademark
- b. Patent
- c. Copyright
- d. None of the above

Q44. EULA stands for _____

- a. End User Leave Agreement
- b. End User License Aim
- c. End User License Agreement
- d. None of the above

Q45. _____ covers all clauses of software purchase, viz., how many copies can be installed, whether source is available, whether it can be modified and redistributed and so on.

- a. EULA
- b. EULE
- c. AULA
- d. AULI

Q46. _____ means using other's work and not giving adequate citation for use.

- a. Plagiarism
- b. Licensing
- c. Copyright
- d. None of the above

Q47. Licensing and copyrights are same terms.(T/F)

- a. True
- b. False

Q48. A _____ is a type of contract between the creator of an original work permitting someone to use their work, generally for some price.

- a. Agreement
- b. License

c. Patent

d. Copyright

Q49. Presenting someone else's idea or work as one's own idea or work is called _____

a. Plagiarism

b. Copyright infringement

c. Patent infringement

d. None of the above

Q50. Ravi copy some contents from Internet, but do not mention the source or the original creator. This is an act of _____

a. Plagiarism

b. Copyright Infringement

c. Trademark Infringement

d. Licence Infringement

Q51. _____ means unauthorized use of other's trademark on products and services.

a. Copyright Infringement

b. Trademark Infringement

c. Plagiarism

d. Patent

Q52. GPL stands for _____

a. General Public License

b. GNU General Private License

c. GNU General Public License

d. GNU Public License

Q53. Which of the following is popular category of public licenses?

a. GPL

b. CC

c. Both of the above

d. None of the above

Q54. CC (in reference to public license) stands for _____

a. Creative Commons

b. Carbon copy

c. Creative Comments

d. Creative Culture

Q55. GPL is primarily designed for providing public license to a _____

a. software

b. websites

c. literature

d. music

Q56. FOSS stands for _____ a. For open source software

b. Free and open set software

c. Free and open source software

d. None of the above

Q57. _____ operating system come under FOSS.

- a. Ubuntu
- b. Unix
- c. Mac
- d. Windows

Q58. _____ browser come under FOSS.

- a. Internet explorer
- b. Chrome
- c. Mozilla Firefox
- d. None of the above

Q59. _____ is the unauthorized use or distribution of software.

- a. Software piracy
- b. Piracy
- c. Software copy
- d. Pirated Software

Q60. _____ package come under FOSS.

- a. Libre Office
- b. Open Office
- c. Both of the above
- d. None of the above

Q61. The owner of a work can create _____ different types of CC licenses.

- a. 2
- b. 4
- c. 6
- d. 8

Q62. _____ is defined as a crime in which computer is the medium of crime.

- a. Computer crime
- b. Cyber crime
- c. Internet crime
- d. Digital crime

Q63. Which of the following is cyber crime?

- a. Hacking
- b. Phishing
- c. Spamming
- d. All of the above

Q64. A _____ is some lines of malicious code that can copy itself and can have detrimental effect on the computers, by destroying data or corrupting the system.

- a. Cyber crime
- b. Computer virus
- c. Program
- d. Software

Q65. _____ is the act of unauthorized access to a computer, computer network or any digital system.

- a. Sign in
- b. Hacking
- c. Tracking
- d. None of the above

Q66. Hacking, when done with a positive intent, is called _____

- a. Ethical hacking
- b. Active hacking
- c. Passive hacking
- d. Ethics

Q67. Which of the following is called black hat hacker?

- a. Ethical hacker
- b. Non Ethical hacker
- c. Both of the above
- d. None of the above

Q68. Which of the following is white hat hacker?

- a. Ethical hacker
- b. Non Ethical hacker
- c. Both of the above
- d. None of the above

Q69. Primary focus of _____ is on security cracking and data stealing.

- a. ethical hacker
- b. non ethical hacker
- c. white hat hacker
- d. None of the above

Q70. Hackers try to break security system _____

- a. for Identity theft
- b. for monetary gain
- c. to leak sensitive information
- d. All of the above

Q71. _____ is an activity where fake websites or emails that look original or authentic are presented to the user.

- a. Phishing
- b. Hacking
- c. Spamming
- d. Identity theft

Q72. _____ is a kind of cyber crime in which attacker blackmails the victim to pay for getting access to the data.

- a. Phishing
- b. Identity theft
- c. Ransomware

d. None of the above

Q73. Which of the following can be considered as safety measures to reduce the risk of cyber crime?

- a. Use an antivirus software and keep it updated always.
- b. Avoid installing pirated software.
- c. Use strong password for web login, and change it periodically.
- d. All of the above

Q74. E-waste stands for _____

- a. Electrical waste
- b. Electronic waste
- c. Electricity waste
- d. E-waste

Q75. Which of the following constitute E-waste?

- a. discarded computers
- b. damaged printers
- c. useless CDs
- d. All of the above

Q76. e-waste is responsible for the degradation of our environment.(T/F)

- a. True
- b. False

Q77. e-waste is very healthy for human being.(T/F)

- a. True
- b. False

Q78. e-waste is responsible for air, water and land pollution.(T/F)

- a. True
- b. False

Q79. Which of the following are feasible methods of e-waste management?

- a. Reduce
- b. Reuse
- c. Recycle
- d. All of the above

Q80. The process of re-selling old electronic goods at lower prices is called _____

- a. refurbishing
- b. recycle
- c. reuse
- d. reduce

Q81. _____ is a branch of science that deals with designing or arranging workplaces including the furniture, equipment and systems so that it becomes safe and comfortable for the user.

- a. Ergonomics
- b. Ergomics
- c. Agonomics

d. All of the above

Q82. Bad posture of using computer may cause _____

a. Backache

b. Neck Pain

c. Shoulder pain

d. All of the above

Q83. What we have to ensures to maintain good health of a computer system?

a. Wipe monitor's screen often using the regular microfiber soft cloth.

b. Keep it away from direct heat, sunlight and put it in a room with enough ventilation for air circulation.

c. Do not eat food or drink over the keyboard

d. All of the above

Q84. After practical, Atharv left the computer laboratory but forgot to sign off from his email account. Later, his classmate Revaan started using the same computer. He is now logged in as Atharv. He sends inflammatory email messages to few of his classmates using Atharv's email account. Revaan's activity is an example of which of the following cyber crime?

a. Plagiarism

b. Hacking

c. Identity theft

d. Cyber bullying

Q85. Rishika found a crumpled paper under her desk. She picked it up and opened it. It contained some text which was struck off thrice. But she could still figure out easily that the struck off text was the email ID and password of Garvit , her classmate. What is ethically correct for Rishika to do?

a. Inform Garvit so that he may change his password

b. Give the password of Garvit's email ID to all other classmates

c. Use Garvit's password to access his account

d. None of the above

Q86. Ravi downloaded a software from internet (free of cost) and moreover the source code of the software is also available which can be modified. What category of software is this?

a. Shareware

b. Freeware

c. FOSS

d. Malware

Q87. Proprietary software is a software which is available _____

a. free of charge

b. on paying license fee

c. free for first year only

d. none of the above

Q88. Which of the following is not a cyber crime?

a. Phishing

b. Ransomware

- c. Hacking
- d. Tracking

Q89. In India _____ law provides guidelines to the user on the processing, storage and transmission of sensitive information.

- a. Information Technology Act, 2000
- b. Indian Technology Act, 2000
- c. Inform Technology Act, 2000
- d. Information Techware Act, 2000

Q90. Digital signature is the scanned copy of physical signature.(T/F)

- a. True
- b. False