

QUESTION BANK: MCQS
CHAPTER 06 : IMPACTS OF COMPUTING

What is the primary goal of the responsible use of hardware and software?

- A) To reduce costs
- B) To ensure security and ethical practices**
- C) To increase productivity
- D) To improve design aesthetics

Which of the following is NOT a key principle in the safe and responsible use of computers?

- A) Preventing unauthorized access
- B) Protecting sensitive data
- C) Using pirated software**
- D) Following safety guidelines

What does the term "intellectual property" refer to?

- A) Physical property owned by an individual
- B) Digital content created by an individual or organization**
- C) Land owned by a person
- D) Software used in digital platforms

What is one way to protect user privacy online?

- A) Using strong passwords**
- B) Posting personal information online
- C) Ignoring software updates
- D) Sharing account details

Which law protects intellectual property rights?

- A) Freedom of Speech Act
- B) Digital Millennium Copyright Act (DMCA)**
- C) International Trade Agreement
- D) Fair Usage Act

Which of the following is an example of malicious software?

- A) Virus**
- B) Web browser
- C) Firewall
- D) PDF reader

What is the purpose of system security in computing?

- A) To improve the speed of devices
- B) To protect the system from unauthorized access**
- C) To enhance the user interface
- D) To create more software tools

Which of the following is an example of disinformation?

- A) A news article based on verified facts
- B) A fake news article designed to mislead people**
- C) A research paper with citations
- D) An educational video

What is the primary concern regarding social networking in the context of privacy?

- A) Sharing photos with friends
- B) Exposure to cyberbullying
- C) Losing personal privacy through over-sharing**
- D) Interacting with strangers

Which of the following is a benefit of computing innovation?

- A) Increased environmental pollution
- B) Enhanced productivity and creativity**

- C) Decreased global communication
- D) Limitations on knowledge sharing

Which law protects the privacy of users when using digital platforms?

- A) Digital Privacy Protection Act
- B) General Data Protection Regulation (GDPR)**
- C) Internet Security Act
- D) Intellectual Property Law

Which of the following is an example of the usability trade-off in system security?

- A) Increasing password complexity can reduce convenience but improve security**
- B) Reducing the size of software applications
- C) Using low-resolution images for faster access
- D) Improving aesthetic designs in applications

What is one of the major concerns with the spread of fake news online?

- A) It increases global collaboration
- B) It can influence public opinion and create panic**
- C) It promotes healthy discussion
- D) It encourages scientific discovery

What is the primary focus of intellectual property protection?

- A) Protecting a person's identity
- B) Securing the software against malware
- C) Safeguarding original works such as inventions, designs, and software**
- D) Regulating internet usage

What should users be cautious about when using digital platforms?

- A) Sharing personal information too freely**
- B) Downloading updates regularly
- C) Using public Wi-Fi only for gaming
- D) Always keeping devices on

Answer: A)

Which of the following would be considered a secure method of protecting user privacy online?

- A) Using two-factor authentication**
- B) Using easily guessable passwords
- C) Avoiding encryption on sensitive files
- D) Reusing passwords across multiple sites

Answer: A)

Which type of software is designed to damage, disrupt, or gain unauthorized access to a computer system?

- A) Malware**
- B) Operating system
- C) Antivirus software
- D) Database management software

Answer: A)

What is the purpose of laws that protect user privacy and intellectual property?

- A) To prevent piracy
- B) To promote fair use of technology and ensure data protection**
- C) To restrict access to online information
- D) To prevent innovation

Answer: B)

Which of the following is NOT considered a malicious software?

- A) Trojan horse
- B) Virus
- C) Ransomware
- D) Web browser**

Answer: D)

What is a key consideration in the development of secure computing systems?

- A) Usability vs. security trade-offs**

- B) Increasing processing speed only
- C) Reducing system memory
- D) Limiting internet access

Answer: A)

What are computing innovations generally intended to improve?

- A) Social interactions
- B) Knowledge sharing and productivity
- C) Traditional job roles
- D) Physical health

Answer: B)

What is the impact of the safe and responsible use of computing in education?

- A) Increased access to unreliable data
- B) Enhanced student engagement and learning outcomes
- C) Reduced access to learning resources
- D) Overload of information

Answer: B)

What is the primary role of system security in the context of malicious software?

- A) To minimize internet bandwidth usage
- B) To detect and remove viruses and malware
- C) To improve graphical interfaces
- D) To increase storage capacity

Answer: B)

How can the usage of digital platforms impact privacy concerns?

- A) By enhancing security of personal data
- B) By making private information vulnerable to misuse
- C) By limiting access to data
- D) By improving privacy laws

Answer: B)

What is one of the significant risks associated with social networking?

- A) Better communication skills
- B) Privacy and data security risks
- C) Improved learning experiences
- D) More face-to-face interactions

Answer: B)

Which of the following is considered a key concept in intellectual property protection?

- A) Limiting access to software
- B) Protecting an individual's work from unauthorized use or theft
- C) Regulating the flow of information
- D) Reducing internet usage

Answer: B)

How does computing innovation impact industries?

- A) By reducing competition
- B) By introducing new technologies and improving efficiency
- C) By limiting product development
- D) By increasing the cost of production

Answer: B)

What is the role of laws to protect intellectual property?

- A) To prevent users from accessing free software
- B) To ensure creators receive recognition and compensation for their work

- C) To limit global internet use
- D) To enforce digital marketing strategies

Answer: B)

What is the impact of computing in terms of personal data protection?

- A) Increased risk of data theft
- B) Better control and security of personal data
- C) Limitations on data availability
- D) Overuse of personal data

Answer: B)

Which of the following helps improve privacy and security when using digital platforms?

- A) Avoiding encryption
- B) Using strong passwords and two-factor authentication
- C) Ignoring system updates
- D) Posting private information publicly

Answer: B)

Which of these is an example of a safe computing practice?

- A) Downloading software from untrusted sources
- B) Using updated antivirus programs
- C) Disabling firewall protections
- D) Sharing passwords with others

Answer: B)

How does the trade-off between system security and usability affect users?

- A) It makes systems more difficult to use but safer
- B) It improves system speed
- C) It reduces the need for strong passwords
- D) It eliminates the need for system updates

Answer: A)

Which factor is key to ensuring that online platforms remain safe?

- A) Ignoring system vulnerabilities
- B) Regular updates and security checks
- C) Avoiding digital platforms
- D) Using weak passwords

Answer: B)

What is one primary goal of data privacy laws?

- A) To improve hardware specifications
- B) To prevent the misuse of personal data
- C) To regulate the internet connection speed
- D) To create new digital technologies

Answer: B)

Which of these is a potential consequence of ignoring system security protocols?

- A) Increased user satisfaction
- B) Greater vulnerability to cyberattacks
- C) Better hardware performance
- D) Improved social media engagement

Answer: B)

What is a key feature of intellectual property protection?

- A) Preventing unauthorized sharing and copying of creative works
- B) Making digital content freely available

- C) Reducing the cost of software development
- D) Increasing the number of digital products

Answer: A)

What could be the effect of not following the responsible use of computers in educational institutions?

- A) Enhanced learning experiences
- B) Increased access to unauthorized data
- C) Improved student performance
- D) More collaborative tools

Answer: B)

Which aspect of computing innovation has the greatest potential to impact society?

- A) Speed of hardware upgrades
- B) Development of new software tools
- C) Advances in artificial intelligence and machine learning
- D) Reductions in internet bandwidth

Answer: C)

Which of these could help mitigate the impact of malicious software?

- A) Ignoring system updates
- B) Using secure coding practices
- C) Disabling antivirus software
- D) Downloading files from untrusted sources

Answer: B)

How can privacy concerns be reduced when using digital platforms?

- A) By sharing less personal information online
- B) By avoiding updates to software
- C) By making all data publicly accessible
- D) By using default privacy settings

QUESTION BANK: SHORT QUESTIONS CHAPTER 06 : IMPACTS OF COMPUTING

1. What is meant by responsible use of computers?
2. Why is hardware maintenance important in computing?
3. What does "safe use of digital platforms" refer to?
4. How can one protect personal information on digital platforms?
5. What is the role of intellectual property protection in computing?
6. What is the significance of privacy laws in digital environments?
7. What is malware, and how can it affect a computer system?
8. What is the difference between a virus and a Trojan horse?
9. What is phishing, and how can users avoid it?
10. What are some key principles of system security?
11. What is the impact of computing on environmental sustainability?
12. How does computing innovation contribute to economic growth?
13. What does "computing innovation" mean?
14. What is meant by "disinformation" in the digital age?
15. How can fake news spread through digital media?
16. What is the significance of information privacy?
17. How does social media impact privacy?

18. What are the risks associated with social networking sites?
19. How can one ensure their online identity remains secure?
20. What is the importance of strong passwords in protecting digital accounts?
21. How do keyloggers work, and how can they be prevented?
22. What role do firewalls play in network security?
23. What are the key concepts of intellectual property protection?
24. How do digital platforms contribute to global connectivity?
25. What are the challenges of privacy on the internet?
26. What is a digital footprint, and how can it affect privacy?
27. How does encryption contribute to system security?
28. What are the effects of computing on traditional businesses?
29. How does cloud computing affect data privacy?
30. What are the ethical considerations in the use of computing technologies?
31. How do digital platforms help in spreading education?
32. What are the legal implications of online piracy?
33. What are cookies, and why should users be cautious about them?
34. How can data breaches impact individuals and organizations?
35. How can social networking impact mental health?
36. What are the main threats posed by cybercrime?
37. How can individuals protect their personal data while using online services?
38. What is a botnet, and how does it affect online systems?
39. What is the role of digital platforms in the spread of misinformation?
40. How can one identify and avoid unreliable online sources?

QUESTION BANK: LONG QUESTIONS
CHAPTER 06 : IMPACTS OF COMPUTING

1. Discuss the responsible use of computers in both personal and professional settings. What steps can individuals take to ensure responsible computing?
2. Explain the role of laws in protecting user privacy and intellectual property in the digital world. Why are these laws critical for the continued development of computing technologies?
3. How can social media platforms impact users' privacy? Discuss both the positive and negative aspects of social networking in terms of user privacy.
4. What is the significance of information privacy in the digital age? How can individuals and organizations safeguard sensitive information from unauthorized access?
5. Examine the risks of using digital platforms and how users can mitigate these risks. Provide examples of common security threats and measures to protect against them.
6. Discuss the concept of "fake news" and its impact on society. How does computing contribute to the spread of disinformation, and what are potential solutions to address this issue?
7. What are the potential environmental impacts of computing innovations? How can advancements in technology both positively and negatively affect sustainability?
8. How do malicious software and viruses affect the security of computer systems? Discuss the different types of malware and ways to protect against them.
9. Analyze the concept of intellectual property in the context of digital technologies. Why is it important to protect intellectual property, and what are the legal challenges involved?
10. In what ways does computing innovation affect economic growth? Discuss how technological advancements in computing contribute to new business models, job creation, and market opportunities.