

# IBPS Question Paper

**1. Buffer is device/storage area–**

1. Where data are temporarily stored
2. Where data is permanently stored
3. Where data error occurs
4. All of the above
5. None of these

**2. A network geometric arrangement in which a single connecting line is shared by a number of nodes is called–**

1. Car Topology
2. Bus Topology
3. Truck Topology
4. All of the above
5. None of these

**3. An error in a computer program is referred as–**

1. Bug
2. Bit
3. Virus
4. All of the above
5. None of these

**4. Circuits that provide a communication path between two or more devices of a digital computer system is–**

1. Car
2. Bus
3. Truck
4. All of the above
5. None of these

**5. A fixed number of adjacent bits that represent a particular character or symbol are referred as–**

1. Byte
2. Octal
3. Bubble
4. All of the above
5. None of these

**6. Cache memory is a–**

1. Small buffer storage
2. Permanent storage
3. Main memory
4. All of the above
5. None of these

**7. The total number of digits (symbols) available to represent numbers in a positional number system is referred as–**

1. Number system
2. Base
3. Power
4. All of the above
5. None of these

**8. Cache memory is–**

1. Smaller and faster than main storage
2. Bigger and slower than main storage
3. Smaller but slower than main memory
4. Bigger and faster than main memory
5. None of these

**9. Cache memory–**

1. Is a Static RAM
2. Increases the speed of processing by making current programs and data available to the CPU at a rapid rate
3. Both 1. and 2. are true .
4. Both 1. and 2. are false
5. None of these

**10. Following is false for BASIC–**

1. Beginners All-Purpose Symbolic Instruction Code
2. High-level interactive programming language
3. Works in time sharing environment
4. Low level object oriented language
5. None of these

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**11. A unit for measuring data transmission speed that describes the capacity of a carrier is referred as–**

1. Baud
2. Bit
3. Bond
4. All of the above
5. Batch

**12. A process of trying out a new product by independent users before it is finally manufactured/developed–**

1. Alpha test
2. Beta Test
3. Gamma test
4. All of the above
5. None of these

**13. A selection, choice, or condition involving two possibilities is referred as–**

1. Unary
2. Binary
3. Octal
4. All of the above
5. None of these

**14. Base band System is–**

1. A networking system
2. Where the channel support a single digital signal
3. Both 1. and 2. are true
4. All of the above
5. None is true

**15. One of the early coding systems, based on the idea of converting each digit of a decimal number into its binary equivalent rather than converting the entire decimal value into a pure binary form is–**

1. ASCII code
2. BCD
3. ASCII-8

4. All of the above
5. None of these

**16. In Batch processing–**

1. Several computer programs runs one after another without human interaction to run each program individually
2. Several computer programs runs one after another with human interaction to run each program individually
3. Selected computer programs runs one after another with human interaction to run each program individually
4. All of the above
5. None is true

**17. BSYNC is–**

1. Binary synchronous
2. A process of transmitting data
3. A half-duplex, character oriented, synchronous data communication transmission method
4. All of the above
5. None of these

**18. A device that is used to transmit data from one location to another is referred as–**

1. Storage
2. Memory
3. Carrier
4. All of the above
5. None of these

**19. Programs developed by an outside supplier and provided to the user in a machine readable form is known as–**

1. Canned programs
2. Beta program
3. Alpha program
4. All of the above
5. None of these

**20. A binary numbers are represented by–**

1. Digits 0 and 1
2. Digits 0, 1, ..., 8
3. Digits AB, C...
4. All of the above
5. None of these

**21. BIOS is responsible for**

1. Handling the particulars of input/output operations
2. Output operations
3. Input operations
4. All of the above
5. None of these

**22. BIOS is an abbreviation for–**

1. Binary Input/Binary Output
2. Binary synchronous
3. Binary digit
4. All of the above
5. None of these

**23. BSYNC is an abbreviation for–**

1. Binary Input/Binary Output
2. Binary synchronous

- 3. Binary digit
- 4. All of the above 5. None of these

**24. The overall design, construction, organization and interconnecting of the various components of a computer system is referred as–**

- 1. Computer Architecture
- 2. Computer Flowchart
- 3. Computer Algorithm
- 4. All of the above
- 5. None of these

**25. A number system with a base of two is referred as–**

- 1. Unary number system
- 2. Binary number system
- 3. Octal number system
- 4. All of the above
- 5. None of these

**Answers:**

1. (1) 2. (2) 3. (1) 4. (2) 5. (1) 6. (1) 7. (2) 8. (1) 9. (3) 10. (4) 11. (1) 12. (2) 13. (2) 14. (3) 15. (2) 16. (1) 17. (4) 18. (3) 19. (1) 20. (1) 21. (1) 22. (1) 23. (2) 24. (1) 25. (2)

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