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ON TELEGRAM

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27. _____ technology makes users feel as if they truly are in a virtual environment?

- A. Augmented Reality
- B. Virtual reality
- C. Mixed reality
- D. None

28. Which one of the following is incorrect about reactive machines?

- A. Reactive machines can store past experiences or some data for a short period.
- B. Reactive machines are the most basic types of Artificial Intelligence
- C. IBM's Deep Blue system is an example of reactive machines
- D. They only focus on current scenarios and react to them as per possible best action

29. Which of the following is not an advantage of IoT?

- A. Improved Customer Engagement
- B. Security
- C. Reduced Waste
- D. Enhanced Data Collection

30. _____ system of an IoT system is the capability to easily integrate with another

- A. Flexibility
- B. Compliance
- C. Complexity
- D. Security
- E. None

Name _____ Id _____ Section _____

1.	11	21
2.	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

20. Of the following systems, which one can be taken as an example/definition of a "General AI"?
- A. Systems at which machines could exceed human intelligence
 - B. Systems that perform any intellectual task with efficiency like a human
 - C. Systems that perform a dedicated task with intelligence
 - D. A and C
 - E. All
21. Based on the state-of-the-art AI maturity level, which one of the following can be performed using any AI algorithm EXCEPT:
- A. Perceive things the way humans do
 - B. Automate daily mundane activities
 - C. Predict the future based on the current trend
 - D. Conscious of the algorithm itself
 - E. None
22. Which one of the following is not one of the benefits we can get by merely using IoT?
- A. Reduced Waste
 - B. Intelligently analyze the data
 - C. Enhanced data collection
 - D. Improved customer engagement
23. Which one of the following is one of the challenges of using IoT EXCEPT?
- A. Users can be exposed to hackers
 - B. Individual private data can easily become in the hands of intruders
 - C. May fail to comply with regulations.
 - D. Difficult to integrate with other existing or the would-be existing systems
 - E. None
24. A real person (one of us) interacting (playing or fighting against) with a computer generate humanoid is an example of _____?
- A. AR
 - B. VR
 - C. MR
 - D. ALL
25. When we breach the digital privacy that the messages and communications will only be accessible to the sender's original intended recipient, specifically we are breaching:
- A. information privacy
 - B. communication privacy
 - C. individual privacy
 - D. A and C
 - E. None
26. Which of the following does not come under the three pillars of digital privacy?
- A. Information privacy
 - B. Individual privacy
 - C. Communication privacy
 - D. Family privacy

Addis Ababa Science Technology University

Electrical and Mechanical College

Electrical and Computer Engineering Department

Introduction to emerging technologies final exam (60%)

Time allotted 1.30Hr

1. What is Artificial Intelligence?

- a) A field that aims to make humans more intelligent
- b) A field that aims to improve the security
- c) A field that aims to develop intelligent machines
- d) A field that aims to mine the data

2. Which of the following is not a fundamental component of an IoT system?

- a) Sensors
- b) Connectivity and data processing
- c) User interface
- d) Transformer

3. _____ is the system of rules that govern the ordering of values?

- a. Ethics
- b. organization culture
- c. protocol
- d. value system

4. Which one of the following is not the disadvantage of AI?

- A. Useful as a public utility
- B. High cost
- C. Can't think out of the box
- D. No feelings and emotions
- E. Increase dependency on machines
- F. C and E

5. _____ is an advanced type of object detection which identifies a specific individual?

- A. Pattern detection
- B. Edge detection
- C. Object detection
- D. Facial recognition

6. _____ is the merging of real and virtual worlds to produce new environments and visualizations where physical and digital objects co-exist and interact in real-time?

- A. MR
- B. AR
- C. VR
- D. A and B
- E. B and C

13. What risks and challenges should be considered in the internet of things?

- a. Privacy and security
- b. Energy consumption
- c. Network congestion
- d. All of the above

14. How many main components IoT mainly consists of?

- a. 2
- b. 4
- c. 3
- d. 5

15. Augmented reality (AR) provides features that are _____?

- a. Collaborative, visual, and simulated
- b. Computer-generated, sensory and visual
- c. Visual, interactive, and 3D
- d. Sound, sensory and cost-effective

16. AR technology allows students to interact with the physical world by _____?

- a. Moving around to change perspectives
- b. Moving closer/further to change the scale
- c. Select virtual objects by pointing to them
- d. All of the above

17. Which of the following does not come under the three pillars of digital privacy?

- a. Information privacy
- b. Family privacy
- c. Individual privacy
- d. Communication privacy

18. In Levels of AI, the stage 3 is _____?

- A. Rule-Based Systems
- B. Domain-Specific Expertise
- C. Reasoning Machines
- D. Artificial Superintelligence

19. Which is Not one of the challenges of the Internet of Things?

- A. Privacy
- B. Flexibility
- C. Technology Optimization
- D. Security

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