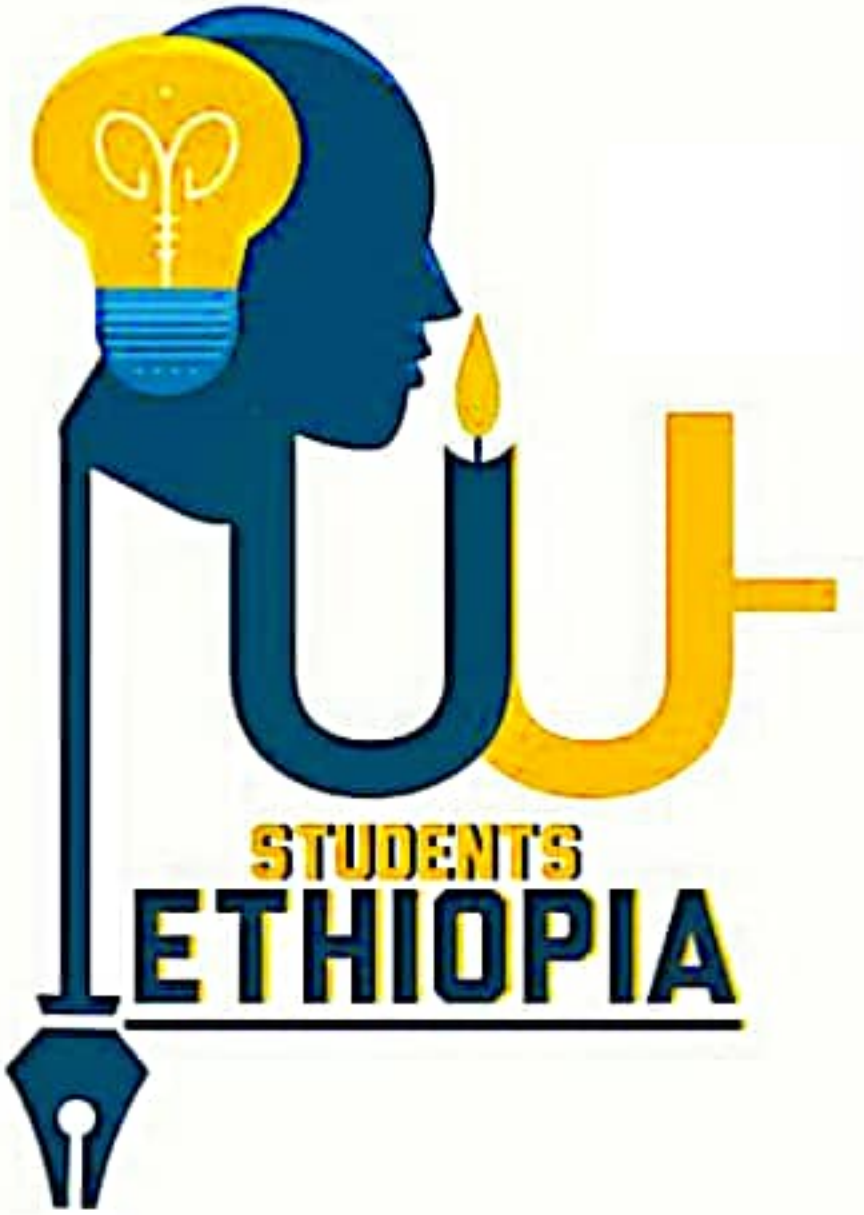

STUDENTS
ETHIOPIA

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 actio

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

...wing systems, which one can be taken as an example/definition of a "General AI"?

20. Of the following systems,
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
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...u are in a virtual

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