



Dr.G.R.Damodaran College of Science

(Autonomous, affiliated to the Bharathiar University, recognized by the UGC) Re-accredited at the 'A' Grade Level by the NAAC and ISO 9001:2008 Certified CRISL rated 'A' (TN) for MBA and MIB Programmes

III BCA 'B'[2015-2018]

Semester V

Elective I: Computer Graphics - 506U4

Multiple Choice Questions.

1. Expansion of CRT is _____.

- A. Cathode Ray Tube.
- B. Computer Related Tube.
- C. Component Related Tools.
- D. Common Reflection Tube.

ANSWER: A

2. The operations of most _____ is based on the Standard Cathode ray tubes.

- A. scanners.
- B. video monitors.
- C. printers.
- D. card readers.

ANSWER: B

3. A beam of electrons emitted by an electron gun is also called as _____.

- A. electric rays
- B. magnetic rays.
- C. cathode rays.
- D. infra-red rays.

ANSWER: C

4. DDA stands for _____.

- A. Device Display Analyzer.
- B. Digital Differential Analyzer.
- C. Digital Device Analyzer
- D. Digital Display Analyzer.

ANSWER: B

5. Random scan displays are designed to draw all component lines at of a picture _____ times each second.

- A. 20 to 40.
- B. 30 to 60.
- C. 40 to 70.
- D. 20 to 50.

ANSWER: B

6. In beam penetration method, _____ layers of phosphor are usually used.

- A. 1
- B. 2
- C. 3
- D. 4

ANSWER: B

7. In beam penetration method, _____ and _____ layers of phosphor are usually used.
- A. red and green.
 - B. blue and green.
 - C. yellow and green
 - D. orange and green.

ANSWER: A

8. VDU is a _____ device
- A. processing.
 - B. input.
 - C. peripheral.
 - D. hardware.

ANSWER: C

9. The operation of the most video monitors is based on the _____ CRT.
- A. static.
 - B. dynamic.
 - C. standard.
 - D. pervasive.

ANSWER: C

10. In cathode ray tube, a beam of electrons is emitted _____.
- A. from the base.
 - B. by a focusing system.
 - C. by an electron gun.
 - D. by deflection plates

ANSWER: C

11. The negatively charged electrons inside the CRT are then accelerated towards the _____.
- A. phosphor coating
 - B. electron gun.
 - C. Base
 - D. Electron beam object

ANSWER: A

12. The magnetic field produced by each pair of coils results in _____ deflection force.
- A. transverse.
 - B. magnetic.
 - C. sloping.
 - D. repulsive.

ANSWER: A

13. A major difference between phosphors is their _____.
- A. permanent state.
 - B. persistence.

- C. feebleness.
- D. magnetic deflection.

ANSWER: B

14. The diagonal screen dimension of a personal computer system is given as the sizes varying from about _____ inches or more.

- A. 12 to 21.
- B. 27 to 12.
- C. 0 to 27.
- D. 4 to 12.

ANSWER: A

15. Picture definition is stored in _____ buffer area in memory.

- A. frame.
- B. outer.
- C. refresh.
- D. restore.

ANSWER: A

16. The rate at which the picture is redrawn on the screen is called _____ rate.

- A. buffer.
- B. refresh.
- C. drawn.
- D. delete.

ANSWER: B

17. A system with 24 bites per pixel & a screen resolution of 1024 by 1024 requires _____ mega byte of storage for frame buffer

- A. 9.
- B. 7.
- C. 3.
- D. 2.

ANSWER: C

18. In a black and white system _____ per pixel is needed to control the intensity of screen positions.

- A. 0 bit.
- B. 1 bit.
- C. 2 bits.
- D. 3 bits.

ANSWER: B

19. In a high quality system _____ bits per pixel is needed to control the intensity of screen positions.

- A. 8.
- B. 12.
- C. 16.
- D. 24.

ANSWER: D

20. On a black and white system with one bit per pixel, the frame buffer is commonly called as

- A. pixmap.
- B. pelmap
- C. bitmap.
- D. bitmap.

ANSWER: D

21. For systems with multiple bits per pixel, the frame buffer is commonly called as _____.

- A. pixmap.
- B. pelmap
- C. bitmap.
- D. bitmap

ANSWER: A

22. Refresh rate near to _____ frames per second is an effective technique for avoiding flicker.

- A. 60.
- B. 45.
- C. 30
- D. 15.

ANSWER: A

23. Random scan monitors draw a picture _____ at a time.

- A. one pixel.
- B. two pixel.
- C. one line.
- D. two line.

ANSWER: C

24. In raster scan system the _____ beam is swept across screen.

- A. electron.
- B. magnetic
- C. electro
- D. electrothermal

ANSWER: A

25. In raster scan system the electron beam is swept across screen from _____.

- A. right to left.
- B. top to bottom.
- C. bottom to top.
- D. side to side.

ANSWER: B

26. A CRT monitor displays color picture by using a combination of phosphor that emits light of _____ color

- A. same.
- B. different.
- C. many.
- D. Only one.

ANSWER: B

27. Shadow mask methods are commonly used in raster scan system including _____.

- A. monitor.
- B. beam penetration method.
- C. random scan system.
- D. color tv

ANSWER: D

28. In flat panel display the emissive displays are devices that converts electric energy into _____.

- A. obscurity
- B. stimulating energy.
- C. light energy.
- D. non emitting energy.

ANSWER: C

29. In liquid crystal display the flat panel device is referred to as a _____ LCD.

- A. matrix.
- B. passive.
- C. active.
- D. submissive.

ANSWER: B

30. The refresh buffer also called a _____ buffer.

- A. frame.
- B. element.
- C. resolution.
- D. bitmap.

ANSWER: A

31. Each screen point is referred to as a _____.

- A. point.
- B. pixel.
- C. position.
- D. element.

ANSWER: B

32. Refreshing on raster-scan displays is carried out at the rate of 60 to 80 _____ per second.

- A. points.
- B. pixels
- C. positions
- D. frames.

ANSWER: D

33. The raster-scan systems, each frame is displayed in two passes using an _____ procedure.

- A. interlaced refresh.
- B. refresh.
- C. providing.
- D. vector-displays.

ANSWER: A

34. The magnetic field produced by each pair of coils results in a _____. a. transverse deflection force.

- A. transverse deflection force.

- B. generic field
- C. electron beam.
- D. horizontal deflection.

ANSWER: A

35. A property of video monitors is_____.

- A. length.
- B. centimeter
- C. direction
- D. aspect ratio.

ANSWER: D

36. Intensity of the electron beam is controlled by setting voltage levels on the_____.

- A. control panel.
- B. electron gun.
- C. connector pins.
- D. control grid.

ANSWER: D

37. The_____ emits a small spot of light at each position contacted by the electron beam.

- A. electron gun.
- B. control grid.
- C. phosphor
- D. cathode.

ANSWER: C

38. The maximum number of points that can be displayed without overlap on a CRT is referred to as its_____.

- A. persistence.
- B. non persistence.
- C. resolution
- D. distribution.

ANSWER: C

39. Sterio scopic viewing is also a part in _____.

- A. virtual reality system.
- B. essential system
- C. Actual reality system.
- D. Implicit system.

ANSWER: A

40. The primary output devices in a graphics system is a _____.

- A. video monitor.
- B. video display devices.
- C. cathode ray tube.
- D. deflection CRT.

ANSWER: A

41. The focusing system in a CRT is needed to force the electron beam to converge into a _____ as it strikes the phosphor.

- A. large spot.

- B. small spot.
- C. double spot
- D. spot.

ANSWER: B

42. A shadow-mask CRT has _____ phosphor color dots at each pixel position.

- A. five.
- B. four
- C. three
- D. two.

ANSWER: C

43. The _____ shadow-mask method, is commonly used in color CRT systems.

- A. delta-delta.
- B. beta-beta.
- C. delta-beta.
- D. alpha-alpha.

ANSWER: A

44. Color CRTs in graphics systems are designed as _____.

- A. CRT monitors.
- B. RGB monitors.
- C. DVST monitors.
- D. color monitors.

ANSWER: B

45. DVST stands for _____.

- A. Device View Storage Tube.
- B. Direct View Space Tube.
- C. Direct View Storage Tube.
- D. Device View Space Tube.

ANSWER: C

46. The emissive displays are device that convert electrical energy into _____.

- A. light.
- B. image
- C. pixel
- D. colors

ANSWER: A

47. The plasma is also called as _____ displays.

- A. image.
- B. glass
- C. gas-discharge.
- D. glass-discharge

ANSWER: C

48. A beam of slow electrons excites only the outer _____ layer.

- A. blue.
- B. green
- C. white

D. red
ANSWER: D

49. A beam of very fast electrons penetrates through the red layer and excites the inner _____ layer.

- A. blue.
- B. green
- C. white
- D. red

ANSWER: B

50. LED stands for _____.

- A. Light Emitted Display.
- B. Light Emitting Display.
- C. Light Emitting Diode.
- D. Light Emit Diode.

ANSWER: C

51. BSP Stands for _____.

- A. Bit Space-Partitioning.
- B. Binary Space- Partitioning.
- C. Bit Space- positioning.
- D. Binary Space- Positioning.

ANSWER: B

52. The simplest model for a light emitter is _____.

- A. light source.
- B. open source.
- C. data source.
- D. point source.

ANSWER: D

53. _____ algorithm are broadly classified according to whether they deal with object definitions directly or with their projected images.

- A. Line clipping.
- B. Simple DDA.
- C. Visible surface detection.
- D. Midpoint algorithm.

ANSWER: C

54. _____ is applied in an object by pre positioning along a straight line.

- A. Translation.
- B. Rotation
- C. Scaling
- D. Shearing

ANSWER: A

55. A _____ is a transformation that produces a mirror image of an object.

- A. reflection.
- B. shear
- C. translation

D. rotation
ANSWER: A

56. _____ generally refers to any time sequence of visual changes in a scene.
- A. Computer animation.
 - B. Graphics
 - C. Visualization.
 - D. Frame work.

ANSWER: A

57. A world coordinate area selected for display is called as _____.
- A. window.
 - B. Viewport
 - C. window-to-viewport.
 - D. Viewing transformation.

ANSWER: A

58. One of the oldest and most popular line clipping procedure is _____.
- A. Liang-Barsky Line Clipping.
 - B. Nicholl-Lee-Nicholl Line Clipping.
 - C. Cohen-Sutherland Line Clipping.
 - D. Line Clipping using Nonrectangular Clip window.

ANSWER: C

59. A commonly used image space approach to detect visible surface is _____.
- A. buffer depth method.
 - B. surface rendering method.
 - C. polygon surface method.
 - D. depth buffer method.

ANSWER: D

60. An illumination model is also called as _____.
- A. lighting model.
 - B. surface model.
 - C. shading model.
 - D. rendering model.

ANSWER: A

61. The scattered light is called as _____.
- A. specular reflection.
 - B. source light.
 - C. ambient light.
 - D. defuse reflection.

ANSWER: D

62. The area subdivision method takes advantage of area coherence in a scene by location of those view areas that represent the part of a _____.
- A. double surface.
 - B. single surface.
 - C. triple surface.
 - D. area surface.

ANSWER: B

63. Orthographic projection that display more than one face of an object is called _____.
- A. axonometric orthographic projection
 - B. orthographic axonometric projection
 - C. projection axonometric orthographic.
 - D. projection orthographic axonometric.

ANSWER: A

64. Spotlights are used to control the amount of light emitted within a cone with apex at _____ source position.
- A. line.
 - B. object
 - C. point
 - D. out

ANSWER: C

65. An area on a display device to which a window is mapped is called as _____.
- A. view map. .
 - B. path map.
 - C. view port.
 - D. path graph.

ANSWER: C

66. The scaling transformation alters the size of an _____.
- A. vector.
 - B. edge
 - C. side
 - D. object

ANSWER: D

67. The set of unit vectors is called _____.
- A. vector basis.
 - B. normal basis.
 - C. orthogonal basis.
 - D. base vectors.

ANSWER: B

68. A matrix with a single row or a single column represents a _____.
- A. vector.
 - B. square
 - C. row vector.
 - D. column vector.

ANSWER: A

69. The matrix with same number of rows and columns is called as _____.
- A. square matrix.
 - B. row matrix.
 - C. column matrix.
 - D. row, column matrix.

ANSWER: A

70. Vector V is called the_____.

- A. world coordinate.
- B. view up vector.
- C. fixed-size.
- D. direction

ANSWER: B

71. The region against which an object is to be clipped is called as_____.

- A. world coordinate.
- B. view port
- C. clip window
- D. boundaries

ANSWER: C

72. The two-dimensional viewing transformation is simply referred to as the window-to-viewport transformation or the_____.

- A. viewing pipeline.
- B. transformation.
- C. windowing transformation.
- D. world coordinate.

ANSWER: C

73. A standard method for fitting a function to a set of data points is called as_____ algorithm.

- A. Fitting.
- B. straight-line
- C. least-squares
- D. DDA

ANSWER: C

74. The three color parameters in HLS color model are _____.

- A. hue, lightness and saturation.
- B. height, lightness and saturation.
- C. hue, light and saturation.
- D. hue, lightness and scaling.

ANSWER: A

75. The depth-buffer method is also called as_____.

- A. A-buffer.
- B. C-buffer
- C. Z-buffer
- D. W-buffer.

ANSWER: C

76. CSG stands for

- A. Constructed Solid Geometry.
- B. Concatenate Solid Geometry.
- C. Construct Solid Geometry.
- D. Constructive Solid Geometry.

ANSWER: D

77. The most straight forward method for defining a motion square is _____ specification.

- A. higher.
- B. complete
- C. indirect
- D. direct

ANSWER: D

78. One of the most popular methods for finding roots of nonlinear equations is the _____ algorithm.

- A. raphson.
- B. Newton
- C. root
- D. newton-raphson.

ANSWER: D

79. curve-fitting techniques are often used to specify the animation paths between _____.

- A. two elements.
- B. key frames.
- C. two positions.
- D. key elements.

ANSWER: B

80. _____ description is a typical task in an animation specification.

- A. Vector.
- B. Scene
- C. Frame
- D. Action

ANSWER: B

81. _____ system allows object motion characteristics to be specified as part of the object definitions.

- A. Parametric.
- B. Specialized
- C. Adjustable
- D. Parameterized

ANSWER: D

82. We can also animate object along 2D motion paths using the _____ transformations.

- A. table-color.
- B. color-table
- C. coordinate origin.
- D. fixed point

ANSWER: B

83. Constant-intensity shading is also called as _____ shading.

- A. intensity.
- B. constant
- C. flat
- D. polygon

ANSWER: C

84. A fast and simple method for rendering an object with polygon surfaces is called as _____ shading.

- A. intensity.
- B. constant
- C. constant-intensity.
- D. polygon

ANSWER: C

85. Procedure for determining visibility of object edges are referred to as _____ visibility methods.

- A. surface.
- B. window
- C. wireframe
- D. background

ANSWER: C

86. A drawback of the depth-buffer method is that it can only find one visible surface at each _____ position.

- A. depth.
- B. visible
- C. display
- D. pixel

ANSWER: D

87. The A-buffer has two fields, the depth field and _____ field.

- A. surface.
- B. accumulate
- C. intensity
- D. pixel

ANSWER: C

88. The A-buffer has two fields, the _____ field and intensity field.

- A. surface.
- B. accumulate
- C. depth
- D. pixel

ANSWER: C

89. The parallelepiped is mapped into the unit cube in a normalized view volume called the _____ system.

- A. normalized coordinate projection.
- B. normalized coordinate.
- C. coordinate projection.
- D. normalized projection coordinate.

ANSWER: D

90. The emissive displays are devices that convert _____ energy to light

- A. electrical.
- B. magnetic
- C. mechanical
- D. wind

ANSWER: A

91. The emissive displays are devices that convert electrical energy to _____.

- A. light.
- B. magnetic
- C. mechanical
- D. wind

ANSWER: A

92. The non-emissive displays are devices that convert _____ to graphics pattern.

- A. sunlight.
- B. magnetic
- C. mechanical
- D. wind

ANSWER: A

93. The non-emissive displays are devices that convert sunlight or light from other sources to _____.

- A. graphics pattern.
- B. magnetic
- C. mechanical
- D. wind

ANSWER: A

94. _____ is also called as gas-discharge displays.

- A. LED.
- B. Plasma panel.
- C. LCD
- D. CRT

ANSWER: B

95. RGB color system with 24 bits of storage is also called as _____ color system.

- A. false.
- B. full
- C. half
- D. finite

ANSWER: B

96. A three dimensional reflection can be performed relative to a selected reflection axis or with respect to a selected _____.

- A. rotations.
- B. reflection plane
- C. matrix form
- D. edges

ANSWER: B

97. _____ modeling packages often provide a number of construction techniques.

- A. scale.
- B. solid
- C. view
- D. coordinate

ANSWER: B

98. _____ representations are useful for constructing 3D objects that possess translational, rotations or other symmetries.

- A. buffer.
- B. periodic
- C. sweep
- D. spline

ANSWER: C

99. The primary output device in a graphics system is _____.

- A. joy stick.
- B. light pen
- C. key board.
- D. Monitor

ANSWER: D

100. The operation of most video monitors is based on the standard _____.

- A. cathode ray device.
- B. cathode device
- C. cathode ray tube.
- D. cathode rode.

ANSWER: C

101. Spots of _____ are produced on the screen by the transfer of the CT beam energy to the phosphor.

- A. sound.
- B. energy
- C. light
- D. platelet

ANSWER: C

102. Proper deflection amounts are attained by adjusting the _____ through the coils.

- A. current.
- B. heat
- C. intensity
- D. voltage

ANSWER: A

103. The most common types of graphics monitor employing a CRT is the _____ scan.

- A. raster.
- B. random
- C. CRT
- D. electron

ANSWER: A

104. The term _____ refers to the total screen area.

- A. screen.
- B. gun
- C. frame
- D. pixel

ANSWER: C

105. The number of bits per pixel in the frame buffer is called _____ buffer area.

- A. width of the buffer.
- B. depth of the buffer area.
- C. height of the buffer area.
- D. color of the buffer area.

ANSWER: B

106. At the end of scan line, the electron beam returns to the _____ side of the screen.

- A. up.
- B. bottom
- C. right
- D. left

ANSWER: D

107. Refresh rates are described in units of _____.

- A. pixel.
- B. meter
- C. hertz
- D. cubic

ANSWER: C

108. After refreshing each scan line is called the _____.

- A. vertical retrace.
- B. horizontal retrace.
- C. interlace
- D. buffer line.

ANSWER: B

109. Example of a random-scan display is _____.

- A. pen plotter.
- B. mouse
- C. keyboard
- D. printer

ANSWER: A

110. Refresh _____ depends on the number of times to be displayed

- A. rate.
- B. times
- C. pixel
- D. system

ANSWER: A

111. Refresh display file is called the _____.

- A. display unit.
- B. display list.
- C. display processor.
- D. display file

ANSWER: A

112. _____ ball is a two dimensional positioning device.

- A. Mouse.

- B. Track
- C. Space
- D. Thumb

ANSWER: B

113. The LEDs in touch panel operate at IR frequencies, so that the light is _____ to a user.

- A. visible.
- B. not visible
- C. partially visible.
- D. blurred

ANSWER: B

114. A light pen activated with a _____.

- A. button.
- B. switch
- C. pointer
- D. button switch.

ANSWER: D

115. _____ scanner with a resolution of 600 dots per inch.

- A. Desktop full-color.
- B. Flatbed
- C. Drum
- D. Color

ANSWER: B

116. Input devices used in particular applications are _____.

- A. trackball.
- B. space ball
- C. joystick
- D. data gloves

ANSWER: D

117. A/An _____ Device is any device that provides information, which is sent to the CPU.

- A. Input.
- B. Output
- C. CPU
- D. Memory

ANSWER: A

118. _____ tablets use sound waves to detect a stylus position

- A. Acoustic or Sonic.
- B. Sonic or Data.
- C. Data & Acoustic
- D. Graphic or data

ANSWER: A

119. Buttons and switches are often used to input _____.

- A. numbers.
- B. inputs
- C. predefined Functions

D. values
ANSWER: C

120. Isometric joystick have _____ stick.

- A. movable.
- B. partial movable.
- C. non-movable.
- D. static

ANSWER: C

121. To be able to select positions in any screen area with a light pen, we must have some _____ intensity assigned to each screen pixel.

- A. zero.
- B. one
- C. non-zero
- D. none

ANSWER: C

122. _____ representations are useful for constructing 3D objects that possess translational, rotations or other symmetries.

- A. Buffer.
- B. Periodic
- C. Sweep
- D. Spline

ANSWER: C

123. _____ are common devices for entering scalar values.

- A. Dials.
- B. Keyboards
- C. Mouse
- D. Joystick

ANSWER: A

124. What is the latest write-once optical storage media?

- A. Digital paper.
- B. Magneto-optical disk.
- C. WORM disk.
- D. CD-ROM disk.

ANSWER: D

125. _____ are used to measure to dial rotations.

- A. Spectrometer.
- B. Voltmeter
- C. Potentiometer
- D. Ammeter

ANSWER: C

126. Digital devices are_____.

- A. digital clock.
- B. automobile speed meter.
- C. clock with a dial and two hands.

D. all of them.

ANSWER: A

127. An output device that uses words or messages recorded on a magnetic medium to produce audio response is _____.

- A. magnetic tape.
- B. voice response unit.
- C. voice recognition unit.
- D. voice band.

ANSWER: B

128. _____ procedure accepts the coordinates of an inter point.

- A. Scan fill.
- B. Poly fill.
- C. Boundary fill.
- D. Area fill

ANSWER: C

129. _____ is applied to regions by displaying sets of parallel lines.

- A. Line fill.
- B. Hatch fill
- C. Solid fill.
- D. Empty fill.

ANSWER: B

130. Changes in orientation, size and shape are accomplished with _____.

- A. geometric transformation.
- B. translation
- C. antialiasing
- D. transposition

ANSWER: A

131. _____ is applied to an object by repositioning it along a straight line path from one coordinate location to another.

- A. Rotation.
- B. Scaling
- C. Translation
- D. Transformation

ANSWER: C

132. The translation distance pair (tx, ty) is called _____.

- A. sector shift.
- B. shift vector.
- C. matrix vector.
- D. coordinate vector

ANSWER: B

133. The applications of the _____ mouse include virtual reality, CAD, animation.

- A. X
- B. Optical
- C. Optomechanical

D. Z

ANSWER: D

134. Space ball is used for _____ dimensional positioning.

- A. 2.
- B. 3
- C. 1
- D. 1 and 2.

ANSWER: B

135. Offline device is a/an _____.

- A. device which is not connected to CPU.
- B. device which is connected to CPU
- C. direct access storage device
- D. I/O device.

ANSWER: A

136. The Z mouse features three button, _____ underneath.

- A. mouse ball.
- B. thumbwheel
- C. underwheel
- D. trackball

ANSWER: A

137. The Z mouse features _____ buttons.

- A. 2.
- B. 3
- C. 4
- D. 5

ANSWER: B

138. The Z mouse features three button, mouse ball underneath, _____ on the side.

- A. thumbwheel.
- B. mouse ball
- C. trackball
- D. underwheel

ANSWER: A

139. Joystick consist of _____

- A. stick.
- B. ball
- C. wheel
- D. ball

ANSWER: A

140. _____ transformation alters the size of an object.

- A. Rotation.
- B. Scaling
- C. Translation
- D. Transferring

ANSWER: B

141. Uniform scaling is produced that maintains relative object _____.

- A. shape.
- B. vector
- C. scalar
- D. proportions

ANSWER: D

142. The location of the scaled object can be controlled by choosing a position called _____.

- A. vector position.
- B. scalar position.
- C. variable point.
- D. fixed point

ANSWER: D

143. Unequal values of s_x and s_y results in _____ scaling.

- A. integral.
- B. differential
- C. same
- D. different

ANSWER: B

144. Uniform scaling of a circle is simple done by adjusting the _____.

- A. side.
- B. radius
- C. circumference
- D. area

ANSWER: B

145. _____ is obtained by calculating the matrix product of individual transformations.

- A. Matrix transformation.
- B. Finite transformation matrix.
- C. Composite transformation matrix.
- D. Infinite transformation matrix.

ANSWER: C

146. The world coordinates area selected for display is called _____.

- A. window.
- B. glow
- C. view
- D. scene

ANSWER: A

147. An area on the display device to which a window is mapped is called _____.

- A. viewport.
- B. glow
- C. view
- D. scene

ANSWER: A

148. The mapping of a part of a world coordinate scene to a device coordinate is referred to as

_____ transformation.

- A. viewing.
- B. finite
- C. composite
- D. infinite

ANSWER: A

149. The area of a picture that is selected for viewing is called _____.

- A. window.
- B. glow
- C. view
- D. scene

ANSWER: A

150. Translation is a _____ body transformation that moves objects without deformation.

- A. Rigid.
- B. Fixed
- C. Flexible
- D. Single

ANSWER: A

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