

1. What does IoT stand for?

- a) Internet of Technology
- b) Internet of Things
- c) Internet of Transactions
- d) International Organization of Telecommunication

Answer: b) Internet of Things

Explanation: IoT stands for Internet of Things, which refers to the network of physical objects embedded with sensors, software, and other technologies to connect and exchange data with other devices and systems over the internet.

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

- a) Sensors and actuators
- b) Cloud computing
- c) Power supply
- d) Centralized control unit

Answer: d) Centralized control unit

Explanation: While centralized control units can be part of IoT systems, they are not a fundamental component. Instead, IoT systems typically consist of sensors and actuators for data collection, cloud computing for data processing and storage, and power supply for energy.

3. Which architecture emphasizes breaking down IoT systems into modular and reusable

services?

- a) Service-Oriented Architecture (SOA)
- b) Client-Server Architecture
- c) Peer-to-Peer Architecture
- d) Monolithic Architecture

Answer: a) Service-Oriented Architecture (SOA)

Explanation: SOA is an architectural approach that structures software as a collection of loosely coupled, interoperable services. In IoT, SOA allows for flexible and scalable systems by breaking down functionality into services that can be reused across different applications.

4. Which standard is commonly associated with low-power, low-rate wireless personal area networks (WPANs)?

- a) IEEE 802.11
- b) IEEE 802.15.4
- c) IEEE 802.3
- d) IEEE 802.16

Answer: b) IEEE 802.15.4

Explanation: IEEE 802.15.4 is a standard for low-power, low-rate wireless personal area networks (WPANs). It defines the physical and MAC layers for low-cost, low-power wireless communication among devices.

5. Which protocol is designed specifically for IPv6 communication over low-power, low-

bandwidth IoT networks?

- a) ZigBee
- b) 6LoWPAN
- c) MQTT
- d) CoAP

Answer: b) 6LoWPAN

Explanation: 6LoWPAN (IPv6 over Low-Power Wireless Personal Area Networks) is a protocol designed to enable IPv6 communication over low-power, low-bandwidth IoT networks. It allows devices with limited resources to connect to the internet using IPv6.

6. Which of the following is a type of ZigBee network topology?

- a) Star
- b) Ring
- c) Mesh
- d) Bus

Answer: c) Mesh

Explanation: ZigBee supports various network topologies, including star, mesh, and cluster tree. Among these, mesh topology is particularly common in ZigBee networks, allowing for robust and self-healing networks where each device can communicate with multiple neighbors.

7. What is the primary working principle of RFID technology?

- a) Magnetic induction
- b) Radio frequency identification
- c) Infrared transmission
- d) Ultrasonic waves

Answer: b) Radio frequency identification

Explanation: RFID technology works based on radio frequency identification. It involves the use of tags (containing electronically stored information) and readers to wirelessly transmit data for the purpose of identification and tracking.

8. Which of the following is NOT an application of RFID technology?

- a) Supply chain management
- b) Contactless payment
- c) Traffic management
- d) Wi-Fi networking

Answer: d) Wi-Fi networking

Explanation: RFID technology is not typically used for Wi-Fi networking. Instead, it is commonly employed in applications such as supply chain management, contactless payment systems, and traffic management.

9. NFC (Near Field Communication) is most commonly used for:

- a) Long-range wireless communication
- b) High-bandwidth data transfer

- c) Contactless transactions
- d) Satellite communication

Answer: c) Contactless transactions

Explanation: NFC (Near Field Communication) is a short-range wireless communication technology commonly used for contactless transactions, such as mobile payments and ticketing.

10. Which wireless technology is commonly used for short-range communication between smartphones, tablets, and other devices?

- a) Wi-Fi
- b) NFC
- c) Bluetooth
- d) ZigBee

Answer: c) Bluetooth

Explanation: Bluetooth is a wireless technology commonly used for short-range communication between smartphones, tablets, and other devices. It enables data exchange over short distances and is widely used for purposes such as file sharing, audio streaming, and device pairing.

11. Which of the following is NOT a challenge associated with IoT implementation?

- a) Security and privacy concerns
- b) Interoperability issues

- c) Limited power consumption
- d) Scalability challenges

Answer: c) Limited power consumption

Explanation: While power consumption is a consideration in IoT device design, it is not typically considered a challenge associated with IoT implementation. Instead, challenges often include security and privacy concerns, interoperability issues, and scalability challenges.

12. What is a Wireless Sensor Network (WSN) commonly used for?

- a) Long-range communication
- b) Real-time monitoring
- c) High-bandwidth data transfer
- d) Satellite communication

Answer: b) Real-time monitoring

Explanation: Wireless Sensor Networks (WSNs) are commonly used for real-time monitoring of physical environments, such as temperature, humidity, and environmental conditions. They consist of distributed sensors that wirelessly communicate with each other to collect and transmit data.

13. Which of the following is NOT a type of ZigBee device?

- a) Coordinator
- b) Router

- c) End device
- d) Transponder

Answer: d) Transponder

Explanation: While ZigBee networks may involve devices with various roles such as coordinator, router, and end device, “transponder” is not a commonly recognized type of ZigBee device.

14. What is the range of NFC (Near Field Communication) typically limited to?

- a) Several kilometers
- b) Several hundred meters
- c) Several tens of meters
- d) Within a few centimeters

Answer: d) Within a few centimeters

Explanation: NFC (Near Field Communication) typically operates within a very short range, typically within a few centimeters. This short range ensures secure communication for applications such as contactless payments and access control.

15. Which protocol is commonly used for low-power, short-range communication between IoT devices?

- a) Wi-Fi
- b) Bluetooth
- c) ZigBee

d) NFC

Answer: b) Bluetooth

Explanation: Bluetooth is commonly used for low-power, short-range communication between IoT devices. It offers a good balance between power consumption and data transfer rates, making it suitable for a wide range of IoT applications.

16. What is the main advantage of using 6LoWPAN in IoT networks?

- a) High data transfer rates
- b) Low power consumption
- c) Long-range communication
- d) Large address space

Answer: b) Low power consumption

Explanation: One of the main advantages of using 6LoWPAN in IoT networks is its low power consumption. It allows devices with limited battery life to connect to the internet and communicate with other devices while conserving energy.

17. Which of the following is NOT a concern regarding the security of IoT devices?

- a) Unauthorized access
- b) Data privacy
- c) Device autonomy
- d) Data integrity



Answer: c) Device autonomy

Explanation: While device autonomy can be a consideration in IoT systems, it is not typically a primary concern regarding the security of IoT devices. Instead, concerns often include unauthorized access, data privacy, and data integrity.

18. What is the primary purpose of RFID technology in supply chain management?

- a) Real-time monitoring
- b) Inventory tracking
- c) Authentication
- d) Payment processing

Answer: b) Inventory tracking

Explanation: RFID technology is commonly used in supply chain management for inventory tracking. It allows businesses to monitor the movement of goods throughout the supply chain in real-time, improving inventory management and efficiency.

19. Which technology is commonly used for asset tracking in warehouses and logistics?

- a) NFC
- b) Bluetooth
- c) RFID
- d) ZigBee

Answer: c) RFID

Explanation: RFID (Radio Frequency Identification) technology is commonly used for asset tracking in warehouses and logistics. It enables businesses to track the location and status of assets in real-time, improving inventory management and efficiency.

20. In a ZigBee mesh network, what role does a router typically play?

- a) Initiating communication with other devices
- b) Forwarding data between devices
- c) Acting as a central control unit
- d) Providing power to other devices

Answer: b) Forwarding data between devices

Explanation: In a ZigBee mesh network, routers typically act as intermediate devices that forward data between other devices in the network. They help extend the coverage area and ensure robust communication by relaying data between devices.

Related posts:

1. IoT MCQs
2. Sensors and Actuators MCQs
3. IoT MCQs: Basics, Components, Protocols, and Applications
4. MCQs on IoT Protocols
5. IoT MCQs
6. IoT Essentials MCQs
7. Sensor and Actuator MCQs
8. MQTT, CoAP, XMPP, AMQP MCQs
9. IoT MCQs: Platforms, Security, and Case Studies

10. Introduction to Energy Science MCQ
11. Ecosystems MCQ
12. Biodiversity and its conservation MCQ
13. Environmental Pollution mcq
14. Social Issues and the Environment MCQ
15. Field work mcq
16. Discrete Structure MCQ
17. Set Theory, Relation, and Function MCQ
18. Propositional Logic and Finite State Machines MCQ
19. Graph Theory and Combinatorics MCQ
20. Relational algebra, Functions and graph theory MCQ
21. Data Structure MCQ
22. Stacks MCQ
23. TREE MCQ
24. Graphs MCQ
25. Sorting MCQ
26. Digital Systems MCQ
27. Combinational Logic MCQ
28. Sequential logic MCQ
29. Analog/Digital Conversion, Logic Gates, Multivibrators, and IC 555 MCQ
30. Introduction to Digital Communication MCQ
31. Introduction to Object Oriented Thinking & Object Oriented Programming MCQ
32. Encapsulation and Data Abstraction MCQ
33. MCQ
34. Relationships - Inheritance MCQ
35. Polymorphism MCQ
36. Library Management System MCQ

- 37. Numerical Methods MCQ
- 38. Transform Calculus MCQ
- 39. Concept of Probability MCQ
- 40. Algorithms, Designing MCQ
- 41. Study of Greedy strategy MCQ
- 42. Concept of dynamic programming MCQ
- 43. Algorithmic Problem MCQ
- 44. Trees, Graphs, and NP-Completeness MCQ
- 45. The Software Product and Software Process MCQ
- 46. Software Design MCQ
- 47. Software Analysis and Testing MCQ
- 48. Software Maintenance & Software Project Measurement MCQ
- 49. Computer Architecture, Design, and Memory Technologies MCQ
- 50. Basic Structure of Computer MCQ
- 51. Computer Arithmetic MCQ
- 52. I/O Organization MCQ
- 53. Memory Organization MCQ
- 54. Multiprocessors MCQ
- 55. Introduction to Operating Systems MCQ
- 56. File Systems MCQ
- 57. CPU Scheduling MCQ
- 58. Memory Management MCQ
- 59. Input / Output MCQ
- 60. Operating Systems and Concurrency
- 61. Software Development and Architecture MCQ
- 62. Software architecture models MCQ
- 63. Software architecture implementation technologies MCQ

- 64. Software Architecture analysis and design MCQ
- 65. Software Architecture documentation MCQ
- 66. Introduction to Computational Intelligence MCQ
- 67. Fuzzy Systems MCQ
- 68. Genetic Algorithms MCQ
- 69. Rough Set Theory MCQ
- 70. Introduction to Swarm Intelligence, Swarm Intelligence Techniques MCQ
- 71. Neural Network History and Architectures MCQ
- 72. Autoencoder MCQ
- 73. Deep Learning MCQs
- 74. RL & Bandit Algorithms MCQs
- 75. RL Techniques MCQs
- 76. Review of traditional networks MCQ
- 77. Study of traditional routing and transport MCQ
- 78. Wireless LAN MCQ
- 79. Mobile transport layer MCQ
- 80. Big Data MCQ
- 81. Hadoop and Related Concepts MCQ
- 82. Hive, Pig, and ETL Processing MCQ
- 83. NoSQL MCQs Concepts, Variations, and MongoDB
- 84. Mining social Network Graphs MCQ
- 85. Mathematical Background for Cryptography MCQ
- 86. Cryptography MCQ
- 87. Cryptographic MCQs
- 88. Information Security MCQ
- 89. Cryptography and Information Security Tools MCQ
- 90. Data Warehousing MCQ

91. OLAP Systems MCQ
92. Introduction to Data & Data Mining MCQ
93. Supervised Learning MCQ
94. Clustering & Association Rule mining MCQ
95. Fundamentals of Agile Process MCQ
96. Agile Projects MCQs
97. Introduction to Scrum MCQs
98. Introduction to Extreme Programming (XP) MCQs
99. Agile Software Design and Development MCQs
100. Machine Learning Fundamentals MCQs
101. Neural Network MCQs
102. CNNs MCQ
103. Reinforcement Learning and Sequential Models MCQs
104. Machine Learning in ImageNet Competition mcq
105. Computer Network MCQ
106. Data Link Layer MCQ
107. MAC Sub layer MCQ
108. Network Layer MCQ
109. Transport Layer MCQ
110. Raster Scan Displays MCQs
111. 3-D Transformations MCQs
112. Visualization MCQ
113. Multimedia MCQs
114. Introduction to compiling & Lexical Analysis MCQs
115. Syntax Analysis & Syntax Directed Translation MCQs
116. Type Checking & Run Time Environment MCQs
117. Code Generation MCQs

- 118. Code Optimization MCQs
- 119. INTRODUCTION Knowledge Management MCQs
- 120. Organization and Knowledge Management MCQs
- 121. Telecommunications and Networks in Knowledge Management MCQs
- 122. Components of a Knowledge Strategy MCQs
- 123. Advanced topics and case studies in knowledge management MCQs
- 124. Conventional Software Management MCQs
- 125. Software Management Process MCQs
- 126. Software Management Disciplines MCQs
- 127. Rural Management MCQs
- 128. Human Resource Management for rural India MCQs
- 129. Management of Rural Financing MCQs
- 130. Research Methodology MCQs
- 131. Research Methodology MCQs
- 132. INTRODUCTION Block Chain Technologies MCQs
- 133. Understanding Block chain with Crypto currency MCQs
- 134. Understanding Block chain for Enterprises MCQs
- 135. Enterprise application of Block chain MCQs
- 136. Block chain application development MCQs
- 137. MCQs on Service Oriented Architecture, Web Services, and Cloud Computing
- 138. Utility Computing, Elastic Computing, Ajax MCQs
- 139. Data in the cloud MCQs
- 140. Cloud Security MCQs
- 141. Issues in cloud computinG MCQs
- 142. Introduction to modern processors MCQs
- 143. Data access optimizations MCQs
- 144. Parallel Computing MCQs

- 145. Efficient Open MP Programming MCQs
- 146. Distributed Memory parallel programming with MPI MCQs
- 147. Review of Object Oriented Concepts and Principles MCQs.
- 148. Introduction to RUP MCQs.
- 149. UML and OO Analysis MCQs
- 150. Object Oriented Design MCQs
- 151. Object Oriented Testing MCQs
- 152. CVIP Basics MCQs
- 153. Image Representation and Description MCQs
- 154. Region Analysis MCQs
- 155. Facet Model Recognition MCQs
- 156. Knowledge Based Vision MCQs
- 157. Game Design and Semiotics MCQs
- 158. Systems and Interactivity Understanding Choices and Dynamics MCQs
- 159. Game Rules Overview Concepts and Case Studies MCQs
- 160. MCQs on Innovation and Entrepreneurship
- 161. Innovation Management MCQs
- 162. Stage Gate Method & Open Innovation MCQs
- 163. Innovation in Business: MCQs
- 164. Automata Theory MCQs
- 165. Finite Automata MCQs
- 166. Grammars MCQs
- 167. Push down Automata MCQs
- 168. Turing Machine MCQs
- 169. Database Management System (DBMS) MCQs
- 170. Relational Data models MCQs
- 171. Data Base Design MCQs



- 172. Transaction Processing Concepts MCQs
- 173. Control Techniques MCQs
- 174. DBMS Concepts & SQL Essentials MCQs
- 175. DESCRIPTIVE STATISTICS MCQs
- 176. INTRODUCTION TO BIG DATA MCQ
- 177. BIG DATA TECHNOLOGIES MCQs
- 178. PROCESSING BIG DATA MCQs
- 179. HADOOP MAPREDUCE MCQs
- 180. BIG DATA TOOLS AND TECHNIQUES MCQs
- 181. Pattern Recognition MCQs
- 182. Classification Algorithms MCQs
- 183. Pattern Recognition and Clustering MCQs
- 184. Feature Extraction & Selection Concepts and Algorithms MCQs
- 185. Pattern Recognition MCQs
- 186. Understanding Cybercrime Types and Challenges MCQs
- 187. Cybercrime MCQs
- 188. Cyber Crime and Criminal justice MCQs
- 189. Electronic Evidence MCQs
- 190. IoT Essentials MCQs
- 191. IoT Technologies MCQs
- 192. Design Principles for Web Connectivity MCQs
- 193. IoT Technologies MCQS
- 194. IOT Design methodology MCQs
- 195. Types of Noncochannel interference MCQS
- 196. Probability and Random Variable MCQs
- 197. Optical networks and amplifiers MCQS
- 198. Wireless Sensor Networks MCQS

199. Speech Processing Fundamentals MCQs

200. Signal and Function Generators, Displays MCQS