A 1. (3) Model Analysis

A 2. ECG

A 3. (4) Online Shopping

A 4.   (1) Office and home --- Desktop computers

(2) Washing machine and television ------ Embedded Computer

(3) Trains and airplanes ----- PDA(Personal Digital Assistant)

A 5. (1) Education

Q 6. What do you mean by IT?

A 6. Information Technology means creating, managing, storing and exchanging information. IT includes all types of technology used to deal with information, such as computer hardware and software technology used for creating, storing and transferring information.

Q 7. Explain outsourcing.

A 7. IT outsourcing is the use of external service providers to effectively deliver IT-enabled business process, application service and infrastructure solutions for business outcomes. Outsourcing can enable enterprises to reduce costs, accelerate time to market, and take advantage of external expertise, assets and/or intellectual property.

Q 8. Write down any 6 uses of ICT.

A 8. **Science and Engineering:** Computers and other microprocessor-controlled technologies are nearly completely responsible for scientific development in disciplines like biotechnology. Meteorologists use supercomputers to forecast future weather by combining observations of meteorological conditions from a variety of sources, a mathematical description of atmospheric dynamics, and geographic data.

Governance: E-government refers to the use of computers to manage transactions and governmental services offered to individuals in the state rather than conventional techniques such as paper or traveling from one department to another. The computerization of government activities makes it simpler to monitor and audit government operations, as well as making the administration more responsive to societal requirements. It also helps to bridge the gap between the government and the general public.

E-Learning: Providing learners with electronic content via the most accessible channels and via the use of current electronic devices such as computers. In most elementary schools across the world, computer education is a required study. Students are increasingly dependent on electronic sources of knowledge rather than physical libraries as more material is digitized every day and made available to anybody in the world via the internet.

Business: E-commerce is an information technology application that benefits businesses by increasing profits and gaining access to new markets on a big scale, while also benefiting consumers by increasing access to services and commodities. Hot, heavy, or hazardous activities are now performed by computer-controlled robots. Boredom or weariness can contribute to low-quality labor when robots are utilized to do routine, repetitive activities.

E-Health: By giving expert sites in many fields of medicine, medical consultations without having to visit a doctor's office, and illness information. A scanner, for example, uses computerized axial tomography (CAT) or magnetic resonance imaging to acquire a sequence of images of the body (MRI). The images are then stitched together by a computer to create detailed three-dimensional images of the body's organs. Furthermore, the MRI generates pictures that depict changes in body chemistry and blood flow.

Entertainment: Most people's lifestyles have altered as a result of technology. Games, streaming music and video, digital television broadcasts, satellite radio, animated movies, and other forms of entertainment have emerged as a result of the convergence of various technologies.