

St. Andrews Scots Sr. Sec. School

9th Avenue, I.P. Extension, Patparganj, Delhi – 110092

Session: 2026-2027

Class: VIII

Subject: Computer

Topic: Ch-4 Answer Key

Quiz Bee (Page-53)

1. Business-to-Consumer

Access Yourself

1. Tick (✓) the correct option:-

- a. (ii) b. (i) c. (iii) d. (ii) e. (ii)

2. Fill in the blanks.

- a. Blockchain b. Augmented Reality c. Shakey
d. Virtual e. RP

3. Think and answer.

- a. E-commerce refers to the buying, selling and exchanging of goods, services, or information over the internet.
- b. AI is the branch of computer science that aims at creating expert and intelligent computer systems which simulate certain human qualities such as, learning, reasoning, communicating, seeing, hearing, and sensation.
- c. Internet of Things(IoT) is a system of connected computing devices, mechanical and digital machines for creating a virtual network where a monitoring centre ensures that everything is working smoothly. Each connected device has a unique identifier and can transfer data over the network without any human intervention. The devices can be smartphones, refrigerators, televisions etc.
- d. Blockchain refers to a decentralised system of recording information which makes it difficult or impossible to change, hack, or cheat the system. It is a shared ledger on which transactions are recorded and assets (tangible or intangible) in a business network are tracked.
- e. (i) These are communicating computer program that can solve problems which would otherwise require human assistance. These programs replicate the reasoning process of experts in certain areas.
- (ii) It is the study of methods by which computers can recognize and understand spoken or written human language.
- (iii) Augmented Reality is the blending of Virtual Reality and real life. AR is using technology to superimpose information such as sounds, images and text on the real world that

we can see. Images are created by developers within applications that blend in with content in the real world.

f. The major application of 3D Printing are:

(i) **Education:** It helps the students design and produce models they can hold and feel.

(ii) **Rapid Prototyping (RP) Method:** It is used to create models to quickly test a new product before mass production.

(iii) **Medicine:** With 3D Printing, prosthetics can be modeled, customised and printed at lower costs and quickly.

(iv) **Construction:** It is widely used in the construction industry; model houses can be built in a day using 3D Printing.

(v) **Art and Jewelry:** Artists can create beautiful intricate pieces with metal .

4. Application-based question.

a. Consumer-to-Consumer (C2C)

b. Natural Language Processing