

AP Computer Science Principles

Name: _____ Score: _____

1. A computing innovation is:

- ☐ a new piece of software or hardware
- ☐ a kind of syntax error
- ☐ a data type
- ☐ a loop

2. The digital divide is:

- ☐ the gap between people with and without good access to computing
- ☐ a type of network cable
- ☐ a programming error
- ☐ the speed of a CPU

3. Computing bias is:

- ☐ unfairness built into a program, sometimes unintentionally
- ☐ a fast algorithm
- ☐ a type of hardware
- ☐ always deliberate

4. Crowdsourcing gathers input, content, or money from:

- ☐ a large group of people, usually online
- ☐ a single expert
- ☐ a computer alone
- ☐ no one

5. Copyright gives a creator:

- ☐ control over how their work is copied and used
- ☐ a faster computer
- ☐ free Internet
- ☐ nothing

6. The same innovation can be beneficial to one group and harmful to another.

- ☐ True ☐ False

7. Which factors shape the digital divide? (Select all that apply)

- ☐ income
- ☐ geography
- ☐ age
- ☐ the colour of the device

Tick every correct option.

8. Programs that learn from examples study their _____ data to find patterns.

9. Volunteers helping classify galaxies or count wildlife is an example of _____ science.

10. Effects an innovation's creators never planned are called unintended _____.

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1. **a new piece of software or hardware**

It can have both good and bad effects.

2. **the gap between people with and without good access to computing**

It includes fast, reliable, affordable connection, not just owning a device.

3. **unfairness built into a program, sometimes unintentionally**

It can treat some groups worse, even by accident.

4. **a large group of people, usually online**

The Internet enables it on a global scale.

5. **control over how their work is copied and used**

It is automatic legal ownership of the work.

6. **True**

A ride-share app helps riders but hurts taxi firms.

7. **income; geography; age**

Income, geography, and age all affect access.

8. **training**

Biased training data gives biased results.

9. **citizen**

Citizen science is a common form of crowdsourcing.

10. **consequences**

They can be good or bad, and appear as people use the tool.