A. MULTIPLE CHOICE QUESTION [1X10=10]
Choose the correct answer/s

1. Utility model protects
   (a) Invention
   (b) Creation
   (c) Design
   (d) None of the above

2. Utility Model protection is available in
   (a) USA
   (b) China
   (c) Germany
   (d) All the above

3. Utility model may protects
   (a) Incremental invention
   (b) Block-baster invention
   (c) Both (a) and (b)
   (d) None of the above

4. Utility model protection is available for
   (a) 30 year
   (b) 20 years
   (c) 7-10 years
   (d) Perpetual

5. Copyright is
   (a) Positive right
   (b) Negative
   (c) Exclusive right
   (d) Both (a) and (c)

6. Copyright protection is available for
   (a) Literary work
   (b) Musical work
   (c) Artistic work
   (d) All the above

7. Plan of a building can be protected by
   (a) Copyright
   (b) Patent
   (c) Trade secret
   (d) Industrial Design

8. Computer program is considered as
   (a) Literary work
   (b) Artistic work
   (c) Technical work
9. Copyright protects
   (a) Idea
   (b) Expression
   (c) Both (a) and (b)
   (d) None of the above
10. As per Indian Copyright Law, Fair use means
    (a) Use for research
    (b) Use for review
    (c) Use for non-commercial use
    (d) All the above

B. SHORT ANSWER TYPE QUESTIONS [6X2.5=15]

1. Differentiate between utility model and patent
2. Justify utility model protection in India
3. Differentiate between novelty and originality
4. Discuss the concept of originality in copyright law.
5. Discuss the concept of fair use in copyright in relation to computer program
6. Analyze the various copyright issues in digital medium

C. ANALYTICAL QUESTIONS [5X3=15]

1. Mr. X has discussed an idea of video games with Mr. Y and Mr. Z. Later, Mr. Y has written a video games based on discussion. Who will be author and owner of video games?
2. How the software copyright infringement is analyzed?
3. Mr. X collected various video games from various website. He created a folder to store those games. Now, he has shared that folder through Facebook. Whether Mr. X will be liable for copyright infringement of video games? Analyze
4. Mr. Y has written a book for arrangement of library book. Mr. Z reads that book and arrange the book as discussed in that book. Whether Mr. Z will be liable for copyright infringement of video games? Analyze
5. Mr. Ram has created and designed an innovative website. Analyze the appropriate protection mechanism/s for that website.