स्वामी दयानन्द सरस्वती और आर्य समाज

1. आर्य समाज के संस्थापक (founder) कौन थे-

(a) विवेकानन्द (Vivekananda)
(b) राजा राममोहन राय (Raja Rammohan Roy)
(c) रामकृष्ण (Ramkrishna)
(D) दयानन्द सरस्वती (Dayananda Saraswati).

2. आर्य समाज (Arya samaj) की स्थापना कब हुई-
(a) 1828 ई॰
(b) 1832 ई॰
(c) 1857 ई॰
(D) 1875 ई॰।

3. आर्य समाज की स्थापना किस स्थान पर हुई थी-
(a) कलकत्ता (Kolkata)
(b) दिल्ली (Delhi)
(C) बम्बई (Mumbai)
(d) मद्रास (Chennai).

4. स्वामी दयानन्द ने किस पुस्तक (b-ook) की रचना की थी-
(a) गीतांजलि (Geetanjali)
(B) सत्यार्थ प्रकाश (Satyartha Prakash)
(c) दर्पण (Mirror)
(d) संवाद कौमुदी (Samvadi kaumudi).

5. स्वामी दयानन्द का जन्म (birth) कब हुआ था-
(a) 1722 ई॰
(b) 1789 ई॰
(C) 1824 ई॰
(d) 1882 ई॰

6. गुरुकुल कांगड़ी (Gurukul Kangari) की स्थापना किसने की-
(a) विवेकानन्द (Vivekananda)
(b) रामकृष्ण परमहंस (Ramkrishna Paramhans)
(C) दयानन्द सरस्वती (Dayanand Saraswati)
(d) राजा राममोहन राय (Raja Rammohan Roy)

7. "वेदों की ओर" (Towards Vedas) का नारा किसका था-
(a) ब्रह्म समाज (Brahm Samaj)
(B) आर्य समाज (Arya Samaj)
(c) प्रार्थना समाज (Prarthna Samaj)
(d) वेद समाज (Veda Samaj)

8. "भारत भारतीयों के लिए" (India for Indians) नारा किसने दिया-
(a) ब्रह्म समाज
(b) प्रार्थना समाज
(C) आर्य समाज
(d) वेद समाज

9. दिया बत्ती के आविष्कार को हिन्दू धर्म की कमजोर मानने के लिए आर्य समाज ने कौन-सा आन्दोलन चलाया-
(a) आर्य समाज आन्दोलन
(B) शुद्धि आन्दोलन
(c) प्रार्थना आन्दोलन
(d) रामकृष्ण मिशन

10. "वेदों की ओर लौटो चलो" (Return to Vedas) का आदर्श वाक्य किसने दिया था-

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W.T. Hewitt

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Schaum’s Outline of Computer Graphics 2/E Zhigang Xiang,Roy A. Plastock,2000-09-29 This title gives examples and problems to allow students to develop and hone their computer graphics skills There are chapters on shading models shadow and texture and explanations on which techniques and tools to use *Advances in Computer Graphics IV* W.T. Hewitt,1991-06-06 This fourth volume of Advances in Computer Graphics gathers together a selection of the tutorials presented at the EUROGRAPHICS annual conference in Nice France Septem ber 1988 The six contributions cover various disciplines in Computer Graphics giving either an in depth view of a specific topic or an updated overview of a large area Chapter 1 Object oriented Computer Graphics introduces the concepts of object ori ented programming and shows how they can be applied in different fields of Computer Graphics such as modelling animation and user interface design Finally it provides an extensive bibliography for those who want to know more about this fast growing subject Chapter 2 Projective Geometry and Computer Graphics is a detailed presentation of the mathematics of projective geometry which serves as the

mathematical background for all graphic packages including GKS GKS 3D and PRIGS This useful paper gives in a single document information formerly scattered throughout the literature and can be used as a reference for those who have to implement graphics and CAD systems Chapter 3 GKS 3D and PHIGS Theory and Practice describes both standards for 3D graphics and shows how each of them is better adapted in different typical applications It provides answers to those who have to choose a basic 3D graphics library for their developments or to people who have to define their future policy for graphics **The Computer Continuum** Kurt F. Lauckner,Mildred D. Lintner,2001 For courses in Computer Concepts Introduction to Computers Computer Literacy Introduction to Computer Science Computers and Society Computer Science This text introduces students to the fundamental concepts in the fields of information systems and computer science by examining how technology works It first establishes a theoretical foundation then introduces applications that put the theory into practice It includes topics such as binary numbers modeling and distributive systems to take students into the theory behind how and why technology works **Journal of Computer-based Instruction** ,1988 **Essential Goals and Objectives for Computer Education** Michigan. State Board of Education,1987 *The Indian National Bibliography* Bellary Shamanna Kesavan,2011-04 *Indian National Bibliography* ,2011 **Encyclopedia of Library and Information Science** Allen Kent,Harold Lancour,William Z. Nasri,Jay Elwood Daily,1968 Vol 73 index to v 48 72 *Object-Oriented Programming for Windows* Ernest R. Tello,1991-04-29 Now a de facto standard for millions of MS DOS machines worldwide Microsoft Windows is the user environment for a wide array of applications including desktop publishing word processing database management and more Now here s a book that provides programmers with the essentials for designing and implementing object oriented code under Windows Among its many features this illustrated guide offers tips and tricks for writing modular OOP code for effective memory management and gives examples of actual code that utilizes the special characteristics of Windows In addition the book shows how to develop a complete Windows OOP application from start to finish Comprehensive and lucidly presented Object Oriented Programming for Windows is your introduction to the most progressive programming methodology available *Government Reports Announcements & Index* ,1994 Enterprise Electronics & Mobile Commerce V.K. Jain & Hemlata,2001 **Publisher's Monthly** ,1998 **Leonardo** ,1983 International journal of contemporary visual artists **Western Educational Computing Conference** ,1982

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