



MUST KNOW



Sports & IT Terms



Picture Recognition

Very Important for all Competitive Exams
Like CMAT, SNAP and some other Govt.
Exams!

important

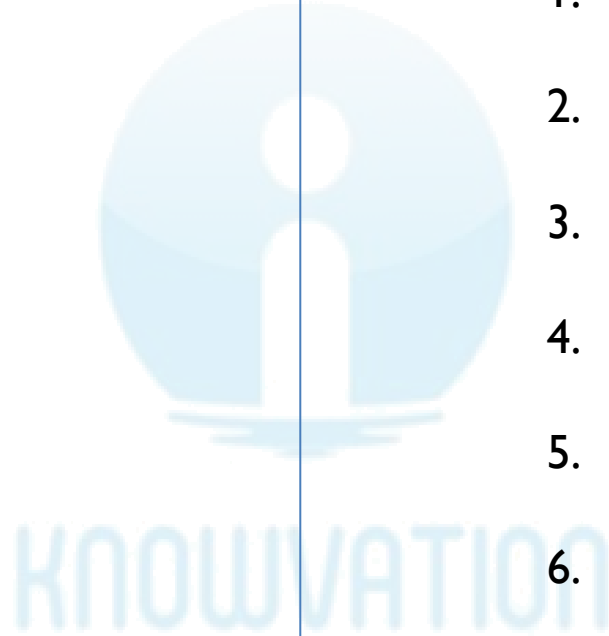


Badminton:

1. Deuce
2. Smash
3. Drop
4. Let
5. Game
6. Love
7. Double Fault.

Boxing:

1. Hook
2. Jab
3. Punch
4. Upper-cut
5. Kidney punch
6. Knock out

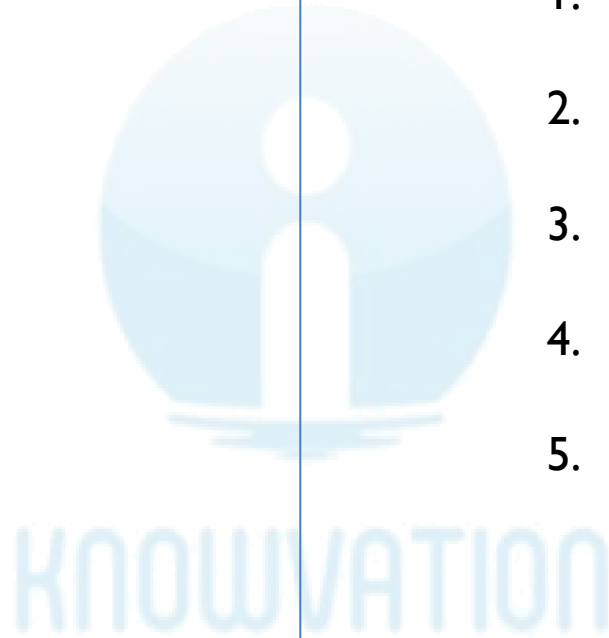


Billiards:

1. Jigger
2. Break
3. Scratch
4. Cannons
5. Pot
6. Cue
7. In Baulk

Horse racing:

1. Jockey
2. Punter
3. Place
4. Win
5. Protest

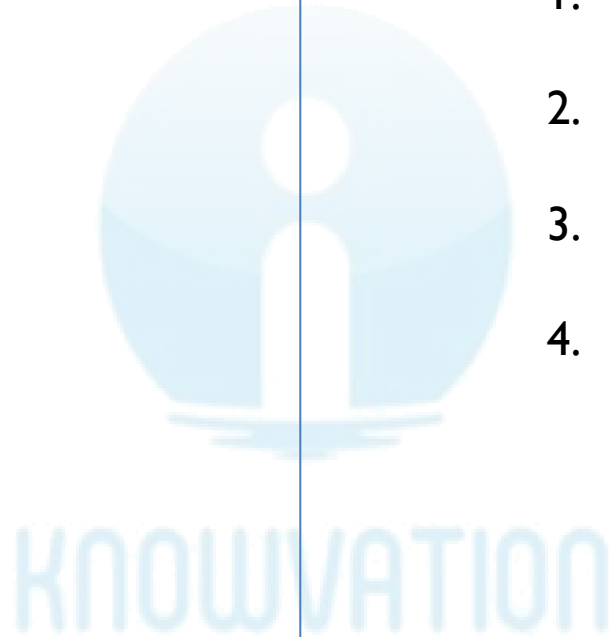


Golf:

1. Hole
2. Bogey
3. Put
4. Stymie
5. Caddie
6. Tee
7. Par
8. Links

Chess:

1. Gambit
2. Check mate
3. Stalemate
4. Check



Wrestling:

1. Cauliflower ear
2. Back door
3. All American
4. Heave
5. Half Nelson
6. Funk

Football:

1. Free Kick
2. Header
3. Attacker
4. Midfielder
5. Penalty
6. Dribble
7. Throw-in
8. Touch/Foul

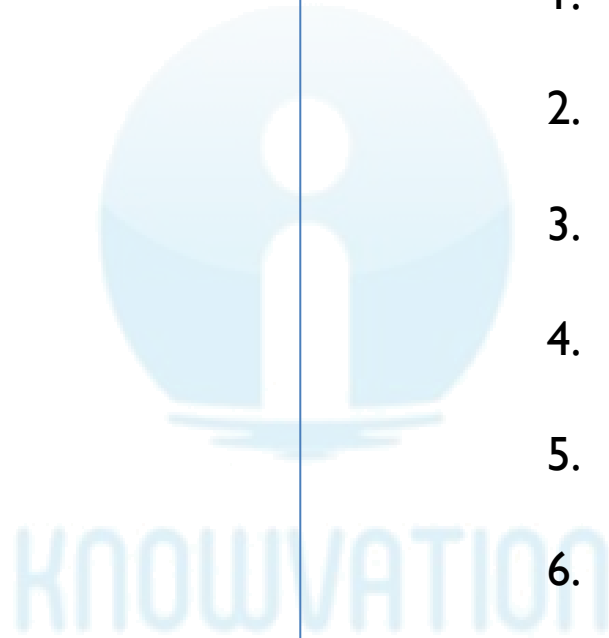
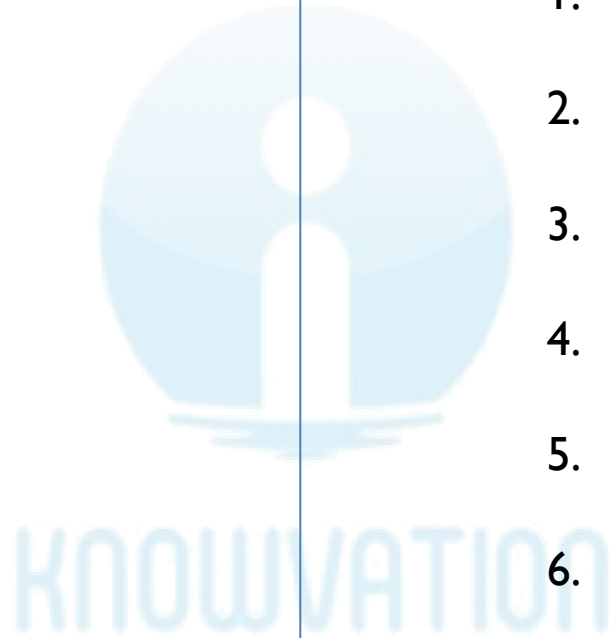


Table Tennis:

1. Anti-spin
2. Backhand
3. Flat
4. Penholder
5. Dropshot
6. Shakehand grip
7. Lob
8. Kill shot

Hockey:

1. Bully
2. Short corner
3. Stricks
4. Penalty corner
5. Under cutting
6. Scoop
7. Centre forward
8. Carry



Cricket:

1. The ashes
2. Chin music
3. Chinaman
4. Doosra
5. Duck
6. Full toss
7. Googly
8. Jaffa
9. Manhattan
10. Nervous nineties
11. Night watchman
12. Wicket
13. Yorker
14. Zooter.



IMPORTANT I.T. TERMINOLOGIES

KNOWVATION

BIG DATA

1. Big data refers extremely large data sets that may be analysed computationally to reveal patterns, trends, and associations.
2. This large amount of information is generated as trails or by-products of online and offline activities.
3. Big data is used to better understand customers and their behaviours and preferences.
4. Many firms today are keen to expand their traditional datasets with social media data, browser data as well as text & sensor data in order get a more complete picture of their consumers or customers.

CRYPTOCURRENCY

1. A cryptocurrency is a digital asset designed to work as a medium of exchange that uses strong cryptography to secure financial transactions, control the creation of additional units, and verify the transfer of assets.
2. Examples of cryptocurrency: Bitcoin, Ethereum, Litecoin, Monero etc.
3. It is still not a legal tender in India and many countries of the world but in India you are free to buy, sell and hold them but they are poorly regulated.
4. In Dec. 2017, Bitcoins reached the lifetime high price of \$20,000 and now it has fell to a rate nearly ~\$3600, thus a sense of uncertainty is always there.
5. It works on Blockchain technology.

BLOCKCHAIN

1. Blockchain is literally just a chain of blocks and these “Blocks” on the blockchain are made up of digital pieces of information.
2. A block may store information about transactions, say the date, time, and dollar amount of your most recent purchase.
3. Blocks store information about who is participating in transactions.
4. Blocks store information that distinguishes them from other blocks.
5. Blockchain technology accounts for the issues of security and trust in several ways. The new blocks are always stored linearly and chronologically.
6. After a block has been added to the end of the blockchain, it is nearly impossible for a hacker to go back and alter the contents of the block.

INTERNET OF THINGS (IoT)

1. The Internet of Things (IoT) is the network of devices such as vehicles, and home appliances that contain electronics, software, actuators, and connectivity which allows these things to connect, interact and exchange data.
2. The IoT involves extending Internet connectivity beyond standard devices, such as desktops, laptops, smartphones and tablets, to any range of traditionally dumb or non-internet-enabled physical devices and everyday objects.
3. Embedded with technology, these devices can communicate and interact over the Internet, and they can be remotely monitored and controlled.

CLOUD COMPUTING

1. Cloud computing is the practice of using a network of remote servers hosted on the Internet to store, manage, and process data, rather than a local server or a personal computer.
2. Cloud Computing is less time consuming than traditional uses of computer and internet for business.
3. Also it is costly for common people or individuals but less costly for small business and big companies.
4. A common example of a Cloud Computing provider is Google's Gmail or Gdrive. Gmail users can access files and applications hosted by Google via the internet from any device.

INDUSTRY 4.0

1. Industry 4.0 is a name given to the current trend of automation and data exchange in manufacturing technologies.
2. It includes cyber-physical systems, the Internet of things, cloud computing and cognitive computing.
3. Industry 4.0 is commonly referred to as the fourth industrial revolution.
4. There are four design principles in Industry 4.0.
 - Interconnection
 - Information transparency
 - Technical assistance
 - Decentralised decisions



PICTURE RECOGNITION

KNOWVATION



Pic credits: Sportskeeda.com

**Major Dhyan
Chand**



Pic credits: [indiatimes.com](https://www.indiatimes.com)

P.T. Usha

(regarded as the Queen of Indian
track and field)



Pic credits: indianexpress.com

Abhinav Bindra



Pic credits: The Tribune

Neeraj Chopra



Pic credits: Hindustan Times

Deepa Karmakar
(Artistic gymnast, won a bronze
medal at the 2014 Commonwealth)



Pic credits: Sportsbeatsindia.com

KOOLIVATION
Manika Batra



Pic credits: The Financial Express

Sonam Wangchuk



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Shaw**



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