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Default for ECO231
The default category for questions shared in context 'ECO231'.
Fill in the Blank (FBQs)
FBQ1
Each firm is a price $\qquad$ in a perfectly competitive resource market
*Taker*
1.0000000

FBQ2
Each firm in a perfectly competitive market faces a resource supply curve that is perfectly $\qquad$ at the equilibrium resource price
*Elastic*
1.0000000
0.0000000

FBQ3
The marginal factor cost curve in a perfectly competitive market is $\qquad$ at the market price of the resource
*Horizontal*
1.0000000
0.0000000

FBQ4
A firm in the labour market is in equilibrium when Marginal $\qquad$ productivity curve of labour cuts the marginal factor cost curve from above
*Revenue*
1.0000000
0.0000000

FBQ5
production
*Monopsony*
1.0000000
0.0000000

FBQ6 is a market situation in which there is only one buyer of the factors of
$\qquad$ of factor refers to a situation in which it is employed at a price that is less than its marginal productivity
*Exploitation*
1.0000000
0.0000000

FBQ7

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Price of a factor of production under imperfect competition will be less than
$\qquad$ revenue productivity
*Marginal*
1.0000000
0.0000000

FBQ8
In $\qquad$ factor market, firms can influence the price
*Imperfect*
1.0000000
0.0000000

FBQ9
The marginal productivity theory of income distribution states that under perfect competition, factor tends to receive a real rate of return which was exactly just equal to their marginal $\qquad$
*Productivity*
1.0000000
0.0000000

FBQ10
The marginal productivity theory of distribution determines the $\qquad$ of factors of production
*Prices*
1.0000000
0.0000000

FBQ11
When Marginal Physical Product is multiplied by price, it is called $\qquad$ of marginal product
*Value*
1.0000000
0.0000000

FBQ12
revenue product is the addition made to total revenue by employing an
additional unit of a factor
*Marginal*
1.0000000
0.0000000

FBQ13
Under perfect competition, a firm employs various units of a factor up to that point

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where the price paid to the factor is equal to its marginal $\qquad$
*Productivity*
1.0000000
0.0000000

FBQ14
Marginal productivity theory assumes that productivity of a factor is $\qquad$ in all its uses
*Equal*
1.0000000
0.0000000
0.0000000

FBQ15
The marginal productivity theory has how many assumptions?
*7*
1.0000000
*Seven*
1.0000000

FBQ16
Demand for factors of production is a $\qquad$ demand
*Derived*
1.0000000
0.0000000

FBQ17
How much a factor of production will be demanded in the market depends upon on how many parameters?
*2*
1.0000000
*Two*
1.0000000

FBQ18
By $\qquad$ of demand for factors is refers to the degree of responsiveness of demand for the various factors to changes in their prices.
*Elasticity*
1.0000000
0.0000000

FBQ19
If the price of a factor of production forms a very small proportion in the total costs of a product, then its demand will be $\qquad$

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## *Inelastic*

1.0000000
0.0000000

FBQ20
If cost forms a greater proportion of the total cost, then its demand will be $\qquad$
*Elastic*
1.0000000
0.0000000

FBQ21
If the demand for a commodity is fairly elastic, then the demand for factors which go to make the product will be $\qquad$
*Elastic*
1.0000000
0.0000000

FBQ22
If a factor of production is easily substitutable in the market, then its demand will be fairly $\qquad$
*Elastic*
1.0000000
0.0000000

FBQ23
If we add up laterally individual demand curves of all the firms, we get $\qquad$ demand curve for a factor
*Market*
1.0000000
0.0000000

FBQ24
The supply of a factor to an industry depends upon the $\qquad$ earnings of the various units of factor

## *Transfer*

1.0000000
0.0000000

FBQ25
One characteristic of factors of production is that they do not bear direct relation between the prices of services offered by the factors of production and their
$\qquad$ of production

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## *Cost*

1.0000000
0.0000000

FBQ26
The supply of factors of production is very $\qquad$ because each factor presents a peculiar problem of its own
*Complicated*
1.0000000
0.0000000

FBQ27
The supply curve of a factor of production is $\qquad$ inclined
*Positively*
1.0000000
0.0000000

FBQ28
The theory of factor pricing assumes that all the unit of a factor is $\qquad$ but in the real life, they are different from each other.
*Homogenous*
1.0000000
0.0000000

FBQ29
The expenditure incurred on employing of the factor of production is called $\qquad$ of the factor
*Cost*
1.0000000
0.0000000

FBQ30
If every unit of the factor is available at the same $\qquad$ average cost of the factor and marginal cost of the factor is the same
*Price*
1.0000000
0.0000000

FBQ31
productivity prefers to extra unit of output or product as a result of the
$\overline{\text { employment }}$ of an extra unit of labour while keeping the application of other factors fixed
*Marginal*
1.0000000

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0.0000000

FBQ32
productivity refers to per unit productivity of a variable factor
*Average*
1.0000000
0.0000000

FBQ33
In Stackelberg's model of $\qquad$ , the players of this game are a leader and a follower and they compete on quantity
*Duopoly*
1.0000000
0.0000000

FBQ34
The Stackelberg leader is sometimes referred to as the $\qquad$ leader
*Market*
1.0000000
0.0000000

FBQ35
Firms may engage in Stackelberg competition if one has some sort of $\qquad$ enabling it to move first
*Advantage*
1.0000000
0.0000000

FBQ36
If one firm in an oligopoly reduces its prices, then all of the other firms in the oligopoly will $\qquad$ theirs
*Reduce*
1.0000000
0.0000000

FBQ37
A firm in an oligopoly market will have a $\qquad$ demand curve
*Kinked*
1.0000000
0.0000000

FBQ38
The $\qquad$ model is essentially the Cournot-Nash model except the strategic

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variable is price rather than quantity.
*Bertrand*
1.0000000
0.0000000

FBQ39
The $\qquad$ Nash model is the simplest oligopoly model
*Cournot*
1.0000000
0.0000000

FBQ40
Price leadership is sometimes called $\qquad$ collusion
*Tacit*
1.0000000
0.0000000

FBQ41
In some markets, there is a single model that controls a share of the market and a group of smaller firms $\qquad$
*Dominant*
1.0000000
0.0000000

FBQ42
Collusion results when two or more firms reach a formal agreement.
*Explicit*
1.0000000
0.0000000

FBQ43
$\qquad$ collusion results when two or more firms informally control the market with necessarily reaching a formal agreement
*Implicit*
1.0000000
0.0000000

FBQ44
Because oligopoly has a small number of firms, the incentive to cooperate through
$\qquad$ is quite high

## *Mergers*

1.0000000

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0.0000000

FBQ45
means that oligopolistic firms perpetually balance the need for competition against the benefits of cooperation
*Interdependence*
1.0000000
0.0000000

FBQ46
$\qquad$ among interdependent oligopoly firms is comparable to a game or an athletic contest
*Competition*
1.0000000
0.0000000

FBQ47
An $\qquad$ is where there are a few sellers with similar or identical products
*Oligopoly*
1.0000000
0.0000000

FBQ48
A $\qquad$ competitive market has characteristics of both perfect competitive and monopoly
*Monopolistic*
1.0000000
0.0000000

FBQ49
exchange
*Market*
1.0000000
0.0000000

FBQ50
In a monopoly industry, $\qquad$ profits could persist indefinitely due to the existence of barriers to entry
*Economic*
1.0000000
0.0000000

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Multiple Choice Questions (MCQs)
MCQ1
behaviour also expect that a consumer should not spend too much money by buying tons of items and stockpiling them for the future, or starve themselves by buying no food at all

Rational
1.0000000

Decisive
0.0000000

Gullible
0.0000000

Consistent
0.0000000

MCQ2
The basis of consumer behaviour is underlined by the thinking referred to as $\qquad$
law of marginal utility
0.0000000
law of diminishing marginal equity
0.0000000
law of diminishing marginal utility
1.0000000

Equi-marginal principle
0.0000000

MCQ3
___ connotes the expression, â€œmore is always better than lessâ€ $\square$.
Transitivity
0.0000000

Consistency
0.0000000

Decisiveness
0.0000000

Non-satiation
1.0000000

MCQ4

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$\qquad$ is based on the notion that as a consumer consumes more and more of a particular good, the additional utility obtained decreases

Decisiveness
0.0000000

Consistency
0.0000000

Transitivity
0.0000000

Convexity
1.0000000

MCQ5
The consumer preferences include the following EXCEPT
Rationality
1.0000000

Consistency
0.0000000

Decisiveness
0.0000000

Non Satiation
0.0000000

MCQ6
is defined as the level of happiness or satisfaction connected with alternative
choices
Value
0.0000000

Opportunity Cost
0.0000000

Utility
1.0000000

None of the Options
0.0000000

MCQ7
A consumer $\qquad$ utility if the utility received is greater than or equal to the naira spent.

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Maximizes
1.0000000

Minimizes
0.0000000

Moderates
0.0000000

Maintains
0.0000000

MCQ8
A consumer maximizes utility when the $\qquad$ is tangent to the highest attainable indifference curve.

Utility
0.0000000

Budget line
1.0000000

Marginal utility
0.0000000

Total utility
0.0000000

MCQ9
The $\qquad$ associated with a good is the level of happiness derived from consuming the good.

Total utility
1.0000000

Average utility
0.0000000

Marginal utility
0.0000000

None of the Options
0.0000000

MCQ10
$\qquad$ means an additional or incremental utility
Total utility

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0.0000000

Average utility
0.0000000

Marginal utility
1.0000000

None of the Options
0.0000000

MCQ11
is the difference between total utility derived from one level of consumption and
total utility derived from another level of consumption
Marginal utility
1.0000000

Average utility
0.0000000

Equi-marginal utility
0.0000000

None of the Options
0.0000000

MCQ12
When MUA/PA $=$ MUB/PB $=\ldots=$ MUZ/PZ, for all commodities $(A-Z)$ is called $\qquad$
equimarginal average
0.0000000
equimarginal product
0.0000000
equimarginal principle
1.0000000
equimarginal utility
0.0000000

MCQ13
There is a possibility that an inferior good may have an upward sloping demand curve if the $\qquad$ is larger in magnitude than the substitution effect
price effect
0.0000000
input effect

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0.0000000
output effect
0.0000000
income effect
1.0000000

MCQ14
$\qquad$ is a graph of all combinations of goods that provide a given level of utility.
Indifference equation
0.0000000

Indifference curve
1.0000000

Indifference map
0.0000000

None of the Options
0.0000000

MCQ15
The slope of indifference curve is known as the $\qquad$
marginal rate of utility
0.0000000
marginal rate of technical substitution
0.0000000
marginal rate of substitution
1.0000000
marginal indifference curve
0.0000000

MCQ16
Perfect substitutes have $\qquad$ indifference curves
straight-line
1.0000000

Concave
0.0000000

Convex

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0.0000000

Semi-convex
0.0000000

MCQ17
The $\qquad$ is used to explain the distinction between substitution and income effects of a price change
welfare theory
0.0000000
product theory
0.0000000
monetary theory
0.0000000
indifference theory
1.0000000

MCQ18
$\qquad$ proposed the value in use and value in exchange
John Maynard Keynes
0.0000000

Adam Smith
1.0000000

Alfred Marshal
0.0000000

Karl Marx
0.0000000

MCQ19
The $\qquad$ say that income is equal to the sum of consumer expenditure

Cobb Douglas function
0.0000000

Price function
0.0000000

Utility function
0.0000000
budget constraint

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1.0000000

MCQ20
A $\qquad$ is the price of one good in terms of another.
absolute price
0.0000000
absolute price
0.0000000
relative price
1.0000000
real price
0.0000000

MCQ21
The $\qquad$ received by this consumer is the difference between the total benefit and total cost..

## consumer ratio

0.0000000
consumer profit
0.0000000
consumer overdraft
0.0000000
consumer surplus
1.0000000

MCQ22
$\qquad$ is best defined as the structural/organizational and other characteristics of a market
Market structure
1.0000000

Market Parlance
0.0000000

Perfect Market
0.0000000

Imperfect Market
0.0000000

MCQ23
$\qquad$ is characterized by many buyers and sellers, many products that are similar in

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nature and, as a result, many substitutes
monopolistic competition
0.0000000
Semi-perfect competition
0.0000000
Perfect competition
1.0000000
Imperfect competition
0.0000000
MCQ24Price $\times$ Quantity/Quantity =
$\qquad$
Revenue
0.0000000
Total Revenue
0.0000000
Marginal revenue
0.0000000
None of the Options
1.0000000
MCQ25
Revenue earned by a firm per unit of output is called
$\qquad$
gross revenue
0.0000000
total revenue
0.0000000
marginal revenue
0.0000000
average revenue
1.0000000
MCQ26Revenue earned by selling additional unit of output is called as
$\qquad$
gross revenue

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0.0000000
total revenue
0.0000000
marginal revenue
1.0000000
average revenue
0.0000000

MCQ27
Each firm faces a demand curve for its product that is $\qquad$ at the market price.
perfectly elastic
1.0000000
perfectly inelastic
0.0000000
fairly elastic
0.0000000
fairly inelastic
0.0000000

MCQ28
The demand curve facing perfectly competitive firm is characterized by the following multiple equality: $\qquad$
$\mathrm{P}=\mathrm{D}=\mathrm{MR}=\mathrm{MC}$
0.0000000
$\mathrm{P}=\mathrm{D}=\mathrm{TR}=\mathrm{MR}$
0.0000000
$\mathrm{P}=\mathrm{D}=\mathrm{AR}=\mathrm{MR}$
1.0000000
$\mathrm{P}=\mathrm{D}=\mathrm{AR}=\mathrm{TR}$
0.0000000

MCQ29
What is the average revenue for a firm which is selling 35 units of commodity X and getting the total revenue of N3000?
82.73
0.0000000
83.70

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0.0000000
84.72
0.0000000
85.71
1.0000000

MCQ30
By selling 30 units, firm JKB make N300. After selling the 31st unit, firmâ€~s revenue increased to 318. What is the marginal revenue in this situation?

## 17.5

0.0000000

18
1.0000000
18.5
0.0000000

17
0.0000000

MCQ31
Profit is maximized when marginal revenue equals marginal cost and marginal cost is

Zero
0.0000000

Rising
1.0000000

Falling
0.0000000

Constant
0.0000000

MCQ32
___ equals the market price for a firm facing a perfectly elastic demand curve.
Marginal revenue
1.0000000

Total revenue
0.0000000

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## Average revenue

0.0000000

None of the Options
0.0000000

MCQ33
A firmâ€ ${ }^{\text {TM }}$ s profit per unit of output equals $\qquad$
revenue â€" total cost
1.0000000
revenue â€" total fixed cost
0.0000000
revenue â€" total variable cost
0.0000000

None of the Options
0.0000000

MCQ34
In mathematical terms, this means that the firm will stay in business as long as $\qquad$
TR $=P \times Q<V C$
0.0000000
$T R=P \times Q>V C$
1.0000000
$T R=P \times Q=V C$
0.0000000

None of the Options
0.0000000

MCQ35
The firm will shut down if the $\qquad$
price is equal to average cost
0.0000000
price is equal to average variable cost
0.0000000
price is greater than average variable cost
0.0000000
price is less than average variable cost

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1.0000000

MCQ36
If the market price is just equal to the minimum point on the ATC curve, the firm will receive a level of economic profits equal to $\qquad$
Zero
1.0000000

One
0.0000000

Unitary
0.0000000

Infinity
0.0000000

MCQ37
In general, a perfectly competitive firm's short-run supply curve is the portion of its marginal cost curve that $\qquad$ the AVC curve.
lies below
0.0000000
lies above
1.0000000

Is equal
0.0000000

None of the Options
0.0000000

MCQ38
This long-run equilibrium condition has $\qquad$ desirable efficiency properties

Two
1.0000000

Three
0.0000000

Four
0.0000000

None of the Options
0.0000000

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MCQ39
Production at $\qquad$ means that society is producing each good at the lowest possible cost per unit.
minimum marginal cost
0.0000000
minimum average variable cost
0.0000000
minimum total cost
0.0000000
minimum average cost
1.0000000

MCQ40
$P=M C$, and $P=$ minimum ATC $\qquad$ occurs

Economic Growth
0.0000000

Economic Development
0.0000000

Economic efficiency
1.0000000

Economic Paradox
0.0000000

MCQ41
$\qquad$ is equal to the net benefit that consumers receive from the consumption of a good
consumer surplus
1.0000000
consumer benefit
0.0000000
consumer sovereignty
0.0000000

None of the Options
0.0000000

MCQ42
A $\qquad$ is a single producer of a product, which does not have close substitute

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Perfect competitor
0.0000000
oligopoly
0.0000000
monopsony
0.0000000
None of the Options
1.0000000
MCQ43
The following are major types of barriers to entry encountered by a monopolists except
economic
0.0000000
legal
0.0000000
deliberate
0.0000000social
1.0000000
MCQ44The demand curve facing a monopoly firm is
$\qquad$
Downward sloping
1.0000000
Upward sloping
0.0000000
Perfectly elastic
0.0000000
Perfectly inelastic
0.0000000

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MCQ45
A profit- maximizing monopolist must take its $\qquad$ and its $\qquad$ into account in determining how much output to produce.

Price, cost
0.0000000

Costs, revenue
1.0000000

Quantity, price
0.0000000

Revenue, price
0.0000000

MCQ46
A monopoly firm will shutdown in the short run if the price falls below $\qquad$
TFC
0.0000000

TVC
0.0000000

AFC
0.0000000

AVC
1.0000000

MCQ47
As in all other market structures, the monopolist is constrained by the $\qquad$ for its product

Demand
1.0000000

Price
0.0000000

Supply
0.0000000

None of the Options
0.0000000

MCQ48
If a monopoly firm wishes to maximizes its profit, it must select the level of output at which $\qquad$ .

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$$
A C=A R
$$

0.0000000

TC = TR
0.0000000
$A V C=A F C$
0.0000000

None of the Options
1.0000000

MCQ49 is a pricing strategy that enables monopolist to charge customers different prices for the same or service.

Price Discrimination
1.0000000

Monopoly Pricing
0.0000000

Monopoly Power
0.0000000

Monopoly Franchising
0.0000000

MCQ50
In $\qquad$ the seller will charge each customer the maximum price that he or she is willing to pay
pure monopoly franchising
0.0000000
pure monopoly pricing
0.0000000
pure price discrimination
1.0000000
pure monopoly power
0.0000000

