



Test Prep

GRE

**Graduate Record Examination Test: Verbal,
Quantitative, Analytical Writing**

QUESTION & ANSWERS

Question: 1

SANDAL : FOOTPRINT

- A. sock : carpet
- B. river : gorge
- C. galosh : puddle
- D. cleat : turf
- E. boat : wake

Answer: E

Explanation/Reference:

This is a “symptom or sign” analogy. A SANDAL leaves behind it a FOOTPRINT that traces the sandal’s path; similarly, a boat leaves behind it a wake that traces the boat’s path.

Question: 2

CURSIVE :

- A. spoken
- B. clumsy
- C. disjointed
- D. straight
- E. unadorned

Answer: C

Explanation/Reference:

CURSIVE refers to a flowing, continuous style of printing or writing. Disjointed means “disconnected or separated”.

Question: 3

AGILE : DANCER

- A. delicious : fruit
- B. diligent : worker

- C. barren : desert
- D. tall : building
- E. dangerous : criminal

Answer: B

Explanation/Reference:

This is an “ideal characteristic” analogy. An effective, or ideal, DANCER is AGILE (nimble), although agility is not a defining characteristic of a dancer. Similarly, an effective, or ideal, worker is diligent (not lazy), although diligence is not a defining characteristic of a worker.

Question: 4

HOSPITABLE : COURTESY

- A. morbid : cheerfulness
- B. vindictive : spite
- C. leisurely : haste
- D. infamous : honor
- E. despondent : glee

Answer: B

Question: 5

INNOVATION : PRECEDENT

- A. inception : reality
- B. invention : production
- C. conservation : simplicity
- D. renovation : antiquity
- E. illusion : veracity

Answer: E

Explanation/Reference:

This is a “contrary meaning” analogy. An INNOVATION is a new idea that lacks PRECEDENT (an earlier instance or example). Similarly, an illusion by definition lacks veracity (truthfulness). Choice (D) is the second best choice: to renovate is to renew or improve something older, such as an antique. However, something renovated can still be antique.

Question: 6

FLU : MALADY

- A. finale : overture
- B. felony : misdemeanor
- C. fun : farce
- D. flea : parasite
- E. fire : hearth

Answer: D

Question: 7

FUGITIVE : FLEE

- A. parasite : foster
- B. braggart : boast
- C. sage : stifle
- D. bystander : procure
- E. firebrand : quibble

Answer: B

Question: 8

LAUGHTER : AMUSEMENT

- A. leisure : recreation