Computer Science 6th Class Chapter 5 English Medium Online Test

Sr	Questions	Answers Choice
1	What does the change size by block do int he looks block category.	A. Changes the size of the sprite by a given amount B. Displays text in a thought bubble C. Makes the sprite disppear D. Plays a sound and waits for it to finish
2	What happens if a program contains a syntax error.	A. It runs correctly B. It crashes C. It has unintended results D. It has not effect
3	What does the Sprite List in Scratch show.	A. X and Y coordinates B. Script blocks C. Used sprites D. Stage background
4	What does the show blck do.	A. Make the sprite disappear B. Makes the sprite appear on the stage C. Make the sprite chagne color D. None of the above
5	What is the result of bunding many programs together to perform a big task.	A. A program B. A physical component C. A software D. A computer language
6	What is the variables blci category used for in Scratch.	A. Moving sprit B. Creating variables C. Controlling script flow D. Playing sounds
7	What is he Looks blck category used for in Scratch.	A. Moving sprite B. Changing sprite appearance C. Controllig script flow D. Playing sounds
8	What is the first step in developing a program.	A. Writing the program B. Analyzing the problem C. Designing the solution D. Documenting and maintaining the program
9	The .... category in scratch has blcks for the sprite to ask questions.	A. Looks B. Sound C. Operators D. Sensing
10	Who introduced the idea of internally stored programs in computers.	A. John von Neumann B. Bill Gates C. Steve jobs D. Mark Zuckerberg
11	How do you add a block to the Scratch program.	A. Right click on the block B. Press Crtl+ Z C. Click and drag D. Click on Load
12	--------------- is the process to test the software to eliminae the errors in it.	A. Problem solving B. Updating C. Developing D. Debugging
13	What is the purpose fo an assembler in assembly programming languages.	A. To translate the code into machine language B. To run the program C. To stor the program D. To debug the program
14	Whaare instrcutions gives to the computer called.t	A. Algorithms B. Documentation C. Flowcharts D. Programs

15	------- is a visual programming software.	A. Word B. Excel C. Scratch D. Microsfot Windows
16	What is a variable in programming.	A. A constant value B. A syntax rule C. A memory location with a name D. A changeable value
17	What does the varibles category in Scratch contain.	A. Bocks for sprite looks B. Blocks for sprite movemnt C. Block fo variable creating and use D. Blocks for sprite detection
18	The character is Scratch is called.	A. Kodu B. Cat C. Sprite D. Program
19	How cna we run the script in Scratch.	A. Click on the block in the Script Area B. Click on Load from the computer C. Click on save to computer D. Click on the file menu
20	What is a program.	A. A set of instructions to perform a specific task B. A collection of data and images C. A computer langauge D. A software with a sure interface.
21	What is the significance of programming skills for students.	A. To become digital consumers B. To maximize technology investments C. To trobleshoot automation tools D. None of the above
22	The .... is where we create the program in scratech.	A. Sprite list B. Block paletter C. Script area D. Stage
23	What are programs translated in to by compilers and translators.	A. Data and images B. A user interface C. Machine languages D. A computer language
24	What is Scratch used for.	A. Animations B. Stories C. Interactive Games D. All of the above
25	A------- is a value that remains consistent durng the execution of a program.	A. Numbers B. Variable C. Constant D. Algorithm
26	A----------- is a set of instructions tha tar eused by the computer to perform a specific task.	A. Decision smaking B. Tasks C. Program D. Instructions
27	You can open the previously saved program from the computer by clicking on the....... menu.	A. View B. Edit C. File D. Save
28	What type of translator is needed for assembly language.	A. High -level language translator B. Intermediate language translator C. Assembler program D. Program constructs translator
29	What category of the blck is used to check the specified condition in Scratch.	A. Even Block B. Look Block C. Control Block D. Motion Block
30	What is the default character called in Scratch	A. Stage B. Sprites C. X and Y D. Script Area