

Computer Science 6th Class Chapter 5 English Medium Online Test

Sr	Questions	Answers Choice
1	How can we run the script in Scratch.	<p>A. Click on the block in the Script Area</p> <p>B. Click on Load from the computer</p> <p>C. Click on save to computer</p> <p>D. Click on the file menu</p>
2	What is Scratch used for.	<p>A. Animations</p> <p>B. Stories</p> <p>C. Interactive Games</p> <p>D. All of the above</p>
3	A----- is a value that remains consistent during the execution of a program.	<p>A. Numbers</p> <p>B. Variable</p> <p>C. Constant</p> <p>D. Algorithm</p>
4	What is the purpose of an assembler in assembly programming languages.	<p>A. To translate the code into machine language</p> <p>B. To run the program</p> <p>C. To store the program</p> <p>D. To debug the program</p>
5	The character in Scratch is called.	<p>A. Kodu</p> <p>B. Cat</p> <p>C. Sprite</p> <p>D. Program</p>
6	How do you add a block to the Scratch program.	<p>A. Right click on the block</p> <p>B. Press Ctrl+ Z</p> <p>C. Click and drag</p> <p>D. Click on Load</p>
7	What does the change size by block do in the looks block category.	<p>A. Changes the size of the sprite by a given amount</p> <p>B. Displays text in a thought bubble</p> <p>C. Makes the sprite disappear</p> <p>D. Plays a sound and waits for it to finish</p>
8	----- is a visual programming software.	<p>A. Word</p> <p>B. Excel</p> <p>C. Scratch</p> <p>D. Microsoft Windows</p>
9	What is a variable in programming.	<p>A. A constant value</p> <p>B. A syntax rule</p> <p>C. A memory location with a name</p> <p>D. A changeable value</p>
10	What is the variables block category used for in Scratch.	<p>A. Moving sprite</p> <p>B. Creating variables</p> <p>C. Controlling script flow</p> <p>D. Playing sounds</p>
11	What is the first step in developing a program.	<p>A. Writing the program</p> <p>B. Analyzing the problem</p> <p>C. Designing the solution</p> <p>D. Documenting and maintaining the program</p>
12	What does the variables category in Scratch contain.	<p>A. Blocks for sprite looks</p> <p>B. Blocks for sprite movement</p> <p>C. Block for variable creating and use</p> <p>D. Blocks for sprite detection</p>
13	The category in Scratch has blocks for the sprite to ask questions.	<p>A. Looks</p> <p>B. Sound</p> <p>C. Operators</p> <p>D. Sensing</p>
14	The is where we create the program in Scratch.	<p>A. Sprite list</p> <p>B. Block palette</p> <p>C. Script area</p> <p>D. Stage</p>

15	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
16	What is the Looks block category used for in Scratch.	A. Moving sprite B. Changing sprite appearance C. Controlling script flow D. Playing sounds
17	What is the default character called in Scratch	A. Stage B. Sprites C. X and Y D. Script Area
18	What are programs translated into by compilers and translators.	A. Data and images B. A user interface C. Machine languages D. A computer language
19	What is the result of bundling many programs together to perform a big task.	A. A program B. A physical component C. A software D. A computer language
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 language D. A software with a user interface.