

## Computer Science 6th Class Chapter 5 English Medium Online Test

Sr	Questions	Answers Choice
1	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
2	What does the change size by block do in the 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 disappear D. Plays a sound and waits for it to finish
3	How can 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
4	The character in Scratch is called.	A. Kodu B. Cat C. Sprite D. Program
5	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
6	What is the purpose of an assembler in assembly programming languages.	A. To translate the code into machine language B. To run the program C. To store the program D. To debug the program
7	A----- is a set of instructions that are used by the computer to perform a specific task.	A. Decision making B. Tasks C. Program D. Instructions
8	What is the Looks block category used for in Scratch.	A. Moving sprite B. Changing sprite appearance C. Controlling script flow D. Playing sounds
9	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.
10	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
11	The ..... is where we create the program in Scratch.	A. Sprite list B. Block palette C. Script area D. Stage
12	What is the significance of programming skills for students.	A. To become digital consumers B. To maximize technology investments C. To troubleshoot automation tools D. None of the above
13	What is Scratch used for.	A. Animations B. Stories C. Interactive Games D. All of the above
14	----- is a visual programming software.	A. Word B. Excel C. Scratch D. PowerPoint

15	----- is the process to test the software to eliminate the errors in it.	A. Problem solving B. Updating C. Developing D. Debugging
16	What does the variables category in Scratch contain.	A. Blocks for sprite looks B. Blocks for sprite movement C. Block for variable creating and use D. Blocks for sprite detection
17	What category of the block is used to check the specified condition in Scratch.	A. Even Block B. Look Block C. Control Block D. Motion Block
18	How do you add a block to the Scratch program.	A. Right click on the block B. Press Ctrl+ Z C. Click and drag D. Click on Load
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 the default character called in Scratch	A. Stage B. Sprites C. X and Y D. Script Area