Computer Science 7th Class Chapter 3 Online Test

Sr	Questions	Answers Choice
1	What is the characteristic of an algorithm that states that each step must be clear and lead to only one measning.	A. Clear and unambiguous B. Well-defined imputs C. Well -defined outputs D. Feasible
2	Which of the following is not a cornerstone of Computatonal Thingking?	A. Decomposition B. Pattern reongnition C. Generalization and Abstraction D. Probability calculation
3	The algorithm which goes through al possible solutions untill the required soultionin found is.	A. Recursive Algorithm B. Searchign algorithm C. Brute force algorithm D. Sortig algorithm
4	What is the tpe of algorithm that uses a random numebr to decide the expected outcome.	A. Brute force algorihm B. Recursive algorithm C. Sorting algorithm D. Randomized algorithm
5	The sequence where we repeat a specific set of instructions, again and again, is called.	A. Condition B. Sequence C. Loop D. All
6	What is the first step in solving a problem with an algorighm.	A. Desingning the algorithm B. Fulfilling the prerequisites C. Implementing the algorithm D. Testing the algorithm
7	Set of instructions to solve a problem is called.	A. Directions B. Algorithm C. Instructions D. Design
8	Whcih step involves creating a set of instructions to solve a sprblem.	A. Decomposition B. Algorithm Design C. Generalization and Abstraction D. Pattern recongnition
9	What is the purpose of the "Mod"% in programming.	A. To add two integers B. To multiply two integers C. To take the remainder of an integer D. To divide two integers
10	What is Computational Thinking.	A. Problem -solving skills and techniques B. Solving problems using computers C. Breaking down problems into smaller parts D. Recognizing patterms in images
11	Which tye of loop has an explicit end and executes its bodies a fixed number of times.	A. Finite loop B. Infinite loop C. Sequence loop D. Recursive loop
12	The loops which have to be terminated are called.	A. Infinite loops B. Finite loops C. Simple loops D. INermediate loops
13	What the purpose of arrow in a flowchart.	A. To link different processes in the flowchart B. To indicate the start and stop points C. To represent input or output D. To indicate the direction of flow within the same process
14	The loops which hae to be terminated are called.	A. Infinite loops B. Simple loops C. Intermediate loops

		D. Finite loops
15	Which symbol represents the start or stop point in a flowcart.	A. Arrow B. Terminal C. Decision D. Input/Output
16	The loops which are never going to end are called.	A. Finite loops B. Infinite loops C. Intermediate loops D. Simple loops
17	Breaking down a problem into sub-problems is called.	A. Generalization B. Doconstruction C. Design D. Pattern Recognition
18	What is the disadvantage of using a flowchart.	A. Easy to understand B. Difficult to modify C. Time saving D. Easy to understand for people who don't know flowchart symbols
19	Which step involves breaking down complex prblems into smaller parts.	A. Decompostion B. Pattern recongnition C. Generalization and Abstraction D. Algorithm Design
20	Whih of the followign is not a rule for drawing flowcharts.	A. Use conventional flowchart symbols B. Label all flow lines C. Every flowchart must have start and endpoints D. Flow lines cna cross each other