Computer Science 7th Class Chapter 3 Online Test

Sr	Questions	Answers Choice
1	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
2	What are the prerequisites for writing an algorithm	A. A clear prblem definitionl input and output B. A broblem with no constracints or limitations C. Input with multipel characters D. A problem with no clear solution
3	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
4	Whcih step involves creating a set of instructions to solve a sprblem.	A. Decomposition B. Algorithm Design C. Generalization and Abstraction D. Pattern recongnition
5	Which strcuture executes a statement or set of statements only if the condition in true.	A. Sequence strcuture B. Selection strcuture C. Conditinal structure D. Repetition structure
6	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
7	Which does the diamond symbol represent in a flowchart.	A. Input/Output B. Arrow C. Terminal D. Decision
8	The loops which are never going to end are called.	A. Finite loops B. Infinite loops C. Intermediate loops D. Simple loops
9	The sequence where we repeat a specific set of instructions, again and again, is called.	A. Condition B. Sequence C. Loop D. All
10	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
11	Whicht feature in Scratch is used for infinite loops in which an object wil repeat its action forever.	A. Loop forever B. Forever loop C. Infinite repeat D. Repeat forever
12	Which of the following is an example of coputations thingking	A. Recipe to bake a cake B. Reding a bicycle C. Listening to music D. Painting a picture
13	Discover the principles that caue the patterns of a problem is called.	A. Generalization B. Design C. pattern Recognition D. Deconstruction
14	Which symbol represents the start or stop point in a flowcart.	A. Arrow B. Terminal C. Decision

		D. Input/Output
15	Which tpe of algorithm goes through all possible solutions untill the required solution is found?	A. Brute force algorithm B. Recursive algorithm C. Sorting algorithm D. Divide and conuer algorithm
16	Which step involves breaking down complex prblems into smaller parts.	A. Decompostion B. Pattern recongnition C. Generalization and Abstraction D. Algorithm Design
17	What is the efficiency of a solution based on in terms of the given paremeters.	A. Numbers of lines of code B. amount of memory available C. Number of steps executed D. Complexity of the solution
18	The loops which hae to be terminated are called.	A. Infinite loops B. Simple loops C. Intermediate loops D. Finite loops
19	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
20	Which of the following is not a cornerstone of Computatonal Thingking?	A. Decomposition B. Pattern reongnition C. Generalization and Abstraction D. Probability calculation