Computer Science 7th Class Chapter 3 Online Test

Sr	Questions	Answers Choice
1	Which does the diamond symbol represent in a flowchart.	A. Input/Output B. Arrow C. Terminal D. Decision
2	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
3	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
4	Which symbol represents the start or stop point in a flowcart.	A. Arrow B. Terminal C. Decision D. Input/Output
5	Whcih step involves creating a set of instructions to solve a sprblem.	A. Decomposition B. Algorithm Design C. Generalization and Abstraction D. Pattern recongnition
6	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
7	The loops which are never going to end are called.	A. Finite loops B. Infinite loops C. Intermediate loops D. Simple loops
8	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
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	Set of instructions to solve a problem is called.	A. Directions B. Algorithm C. Instructions D. Design
12	Breaking down a problem into sub-problems is called.	A. Generalization B. Doconstruction C. Design D. Pattern Recognition
13	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
14	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

15	Which of the following is not a cornerstone of Computatonal Thingking?	A. Decomposition B. Pattern reongnition C. Generalization and Abstraction D. Probability calculation
16	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
17	The loops which hae to be terminated are called.	A. Infinite loops B. Simple loops C. Intermediate loops D. Finite loops
18	Which step involves breaking down complex prblems into smaller parts.	A. Decompostion B. Pattern recongnition C. Generalization and Abstraction D. Algorithm Design
19	The loops which have to be terminated are called.	A. Infinite loops B. Finite loops C. Simple loops D. INermediate loops
20	Which symbol represents a process in a flochart.	A. Terminal B. Arrow C. Action/Process D. Decision