Computer Science 7th Class Chapter 3 Online Test

Sr	Questions	Answers Choice
1	The loops which hae to be terminated are called.	A. Infinite loops B. Simple loops C. Intermediate loops D. Finite loops
2	Whcih step involves creating a set of instructions to solve a sprblem.	A. Decomposition B. Algorithm Design C. Generalization and Abstraction D. Pattern recongnition
3	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
4	Which type of loop stops when the condition is false	A. Finite loop B. Infinitie loop C. Sequence loop D. Rcursive loop
5	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
6	Breaking down a problem into sub-problems is called.	A. Generalization B. Doconstruction C. Design D. Pattern Recognition
7	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
8	Set of instructions to solve a problem is called.	A. Directions B. Algorithm C. Instructions D. Design
9	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
10	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
11	Which step involves breaking down complex prblems into smaller parts.	A. Decompostion B. Pattern recongnition C. Generalization and Abstraction D. Algorithm Design
12	Discover the principles that caue the patterns of a problem is called.	A. Generalization B. Design C. pattern Recognition D. Deconstruction
13	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
14	The loops which are never going to end are called.	A. Finite loops B. Infinite loops C. Intermediate loops D. Simple loops
15	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
16	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
17	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
18	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
19	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
20	Which of the following is not a cornerstone of Computatonal Thingking?	A. Decomposition B. Pattern reongnition C. Generalization and Abstraction D. Probability calculation