

Computer Science 7th Class Chapter 4 Online Test

| Sr | Questions | Answers Choice |
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| 1 | What is the X-Y method used fo in Scratch. | A. To create a timer B. To create a variable C. To allow the user to move a sprite using arrow keys D. To create a sound effect |
| 2 | What is the purpose of the delay block in scratch. | A. To add a sound effect B. To change the back ground colour C. To create a timer D. To slow down the program execution |
| 3 | Who refined the binary number system in the 17th cenury. | A. Isaac Newton B. Albert Einstein C. Galleo Calilei D. Gottfried Leibniz |
| 4 | The term also refers to any digital encoding system in which there are exactly two possible states. | A. Digital B. Binary C. Python D. Programming |
| 5 | What is the most commonly known numbere system. | A. Binary numebr system B. Decimal numebr system C. Octal numebr system D. Hexadecimal numebr system |
| 6 | How many important variable blcks are there in Scratch. | A. One B. Two C. Three D. Four |
| 7 | What is the purpose of the step method is scratch. | A. To turn the sprite around while it moves B. To change the back ground color C. To create a new sprite D. To add sound effect |
| 8 | What is the purpose of the stage in Scratch. | A. To display the program as it runs B. To add new sprites to the project C. To modify the program code D. To change the background color |
| 9 | How are numbers represnted in computers. | A. Using electronic switches B. Using analog singals C. Using mechanical switches D. Using hydraulic signals |
| 10 | What is the decimal equivalent of the binary number 1011 | A. 6 B. 8 C. 9 D. 11 |
| 11 | What is the purpose of duplicating and editing code in Scratch. | A. To creae a new sprite B. To change the back ground color C. To allow a sprite to move in different directions D. To add sound effects |
| 12 | How many numbres can be represnted wih just two digits.? | A. 10 B. 2 C. 16 D. 20 |
| 13 | ----- bits together make, what we call a "byte" of the data. | A. 6 B. 7 C. 8 D. 9 |
| 14 | What is the least significant bit in a binary number. | A. The bit to the extreme left B. The bit to the extreme right C. The middle bit D. It depends on the number |

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| 15 | Which block specifies different directions for a sprite to move in Scratch. | A. Move ten steps B. Point-in- direction C. Forever loop D. Repeat loop |
| 16 | What is the first step in making a sprite move. | A. Select a sprite B. Create a new project C. Add a background image D. Write the script |
| 17 | What is Scratch. | A. A programming software B. A video game C. A mobile app D. A social media platform |
| 18 | How many bits make up a byte of data. | A. 2 B. 4 C. 8 D. 16 |
| 19 | What makes it possible to develop applications that enable users to do every task. | A. Binary number system B. Decimal number system C. Octal number system D. Hexadecimal number system |
| 20 | How many cardinal directions can a sprite move in Scratch. | A. 2 B. 3 C. 4 D. 5 |