

## Computer Science 7th Class Chapter 4 Online Test

Sr	Questions	Answers Choice
1	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
2	----- are made up of pixels.	A. Binary numbers B. Decimals C. Programs D. Digital images
3	How many bits make up a byte of data.	A. 2 B. 4 C. 8 D. 16
4	How many Brosto bytes make up a geop Byte.	A. 1024 B. 1048576 C. 1099511627776 D. 1073741824
5	How many numbes can be represnted wih just two digits.?	A. 10 B. 2 C. 16 D. 20
6	What is the most 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 onthe number
7	How many bits are there in a byte of data.	A. 4 B. 8 C. 16 D. 32
8	----- bits together make, what we call a "byte" of the data.	A. 6 B. 7 C. 8 D. 9
9	What is the abbreviated form of a binary digit.	A. A bit B. A byte C. A nibble D. A word
10	The best way to remember a value when designing the program is to use a.	A. Variable B. Value C. Number D. Sound
11	How many cardinal directions can a sprite move in Scratch.	A. 2 B. 3 C. 4 D. 5
12	How many symbols are used in the decimal number system.	A. 8 B. 10 C. 12 D. 16
13	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
14	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
15	Who refined the binary number system in the 17th century.	A. Isaac Newton B. Albert Einstein C. Galleo Calillei D. ...

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16	The decimal numebr system is a numebr system that represents a number with a base of.....	A. 2 B. 3 C. 5 D. 10
17	What is Scratch.	A. A programming software B. A video game C. A mobile app D. A social media platform
18	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
19	What is the purpose of the timer in Scraatch.	A. To creae a variable B. To chagne the background color C. To display the program as it runs D. To measure time
20	What is the decimal equivalent of the binary number 1011	A. 6 B. 8 C. 9 D. 11

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