Computer Science 7th Class Chapter 4 Online Test

Sr	Questions	Answers Choice
1	---------- are made up of pixels.	A. Binary numbers B. Decimals C. Programs D. Digital images
2	What are digital images made up of.	A. Pixels B. Vectors C. Lines D. Points
3	What is the most basic funtion in any game.	A. Movement B. Sound effects C. Graphics D. Storyline
4	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
5	What is the abbreviated form of a binary digit.	A. A bit B. A byte C. A nibble D. A word
6	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
7	How many cardinal directions can a sprite move in Scratch.	A. 2 B. 3 C. 4 D. 5
8	How many Brosto bytes make up a geop Byte.	A. 1024 B. 1048576 C. 1099511627776 D. 1073741824
9	How are numbers represnted in computers.	A. Using electronic switches B. Using analog singals C. Using mechanical switches D. Using hydrulic signals
10	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
11	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
12	What is the most commonly known numbere system.	A. Binary numebr system B. Decimal numebr system C. Octal numebr system D. Hexadecimal numebr system
13	What is the decimal equivalent of the binary number 1011	A. 6 B. 8 C. 9 D. 11
14	How many bytes are threre in a kilobyte.	A. 1000 B. 1024 C. 2048 D. 512
15	Who reflned the binary number system in the 17th cenury.	A. Isaac Newton B. Albert Einstein C. Galleo Calilei

		D. Gottfried Leibniz
16	How many characters can ASCII represent.	A. 128 B. 256 C. 512 D. 1024
17	The best way to remember a value when designing the program is to use a.	A. Variable B. Value C. Number D. Sound
18	How many bits are there in a byte of data.	A. 4 B. 8 C. 16 D. 32
19	What color are motion blocks in scratch.	A. Blur B. Red C. Green D. Yellow
20	Where do you add script blocks in Scratch.	A. Stage area B. Block categories C. Script area D. Sprite list