

8th Computer Science Chapter 5 Test

Sr	Questions	Answers Choice
1	Represents the input and output instructions i a flowchart.	A. Parallelogram B. Circle C. Diamond D. Rectangle
2	A collection of instructions to solve a problem simply described in plain english is called.	A. Flowchart B. Algorithm C. Pseudocode D. All of these
3	----- tell us to take the right path based onsome test.	A. Algorithm B. Condition C. Flowchart D. Pseudocode
4	What is the full form of CT.	A. Compuer Technology B. Computational Thinking C. Computer Tomography D. None of these
5	----- represents an algorithm in pictural form	A. Flowchart B. Pseudocode C. Computational thinking D. None
6	----- allows us to take a complex problem, understand what the problem is and develop possible solutions.	A. Computational thinking B. Formulas C. Excel D. None of these
7	There can be only one start and..... stop symbol in a flowchart.	A. One B. Two C. Three D. Four
8	If some of the instructionsin an alorithm are executed based on some condition, the flow execution is called.	A. Algorithm B. Loop C. Selection D. Sequence
9	----- is the placement of one object with in another object.	A. Hatliing B. Flowchart C. Nesting D. None of these
10	In Algorithm, we use repeat or repeat forever to represent.	A. Sequence B. Selection C. Loop D. All of these
11	Focusing only n the important details, while ignoring irrelevant information is	A. Decomposition B. Abstraction C. Alorithm Design D. Pattern Recognition
12	Sometimes we want to repeat an action again and again which is called.	A. Deletion B. Copying C. Solution D. Iteration
13	Developing a step-by-step approach for solving a problem is.	A. Decomposition B. Abstration C. Algorithm Design D. Pattern Recognition.
14	Represents the processing instructions in a flowchart.	A. Oval B. Circle C. Rectangle D. Diamond
15	The Start/Stop box is represented by;	A. An oval B. A parallelogram C. A rectangale D. A diamond

16	The decision box is represented by.	A. An oval B. A parallelogram C. A diamond D. Rectangle
17	A finite sequence of activities to be processed for getting a task done from a given input.	A. Flowchart B. Algorithm C. Computational thinking D. All of these
18	It is important to learn also for the development of computer programs.	A. Algorithm B. Flowchart C. Computational thinking D. All of these
19	Used to connect various sections of a flowchart.	A. Rectangle B. Oval C. Diamond D. Circle
