

8th Computer Science Chapter 5 Test

Sr	Questions	Answers Choice
1	----- is the placement of one object with in another object.	A. Hatling B. Flowchart C. Nesting D. None of these
2	The Start/Stop box is represented by;	A. An oval B. A parallelogram C. A rectangle D. A diamond
3	----- represents an algorithm in pictural form	A. Flowchart B. Pseudocode C. Computational thinking D. None
4	In Algorithm, we use repeat or repeat forever to represent.	A. Sequence B. Selection C. Loop D. All of these
5	What is the full form of CT.	A. Compuer Technology B. Computational Thinking C. Computer Tomography D. None of these
6	Represents the processing instructions in a flowchart.	A. Oval B. Circle C. Rectangle D. Diamond
7	The dicision box is represented by.	A. An oval B. A parallelogram C. A dimond D. Rectangale
8	----- 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
9	Represents the input and output instructions i a flowchart.	A. Parallelogram B. Circle C. Diamond D. Rectangle
10	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
11	It is important to learn also for the developmentof computer programs.	A. Algorithm B. Flowchart C. Computational thinking D. All of these
12	Sometimes we want to repeat an action again and again which is called.	A. Deletion B. Copying C. Solution D. Iteration
13	----- tell us to take the right path based onsome test.	A. Algorithm B. Condition C. Flowchart D. Pseudocode
14	Focusing only n the important details, while ignoring irrelevant information is	A. Decomposition B. Abstraction C. Algorithm Design D. Pattern Recognition
15	Used to connect varios sections of a flowchart.	A. Rectangle B. Oval C. Diamond D. Circle

16	There can be only one start and..... stop symbol in a flowchart.	A. One B. Two C. Three D. Four
17	Developing a step-by-step approach for solving a problem is.	A. Decomposition B. Abstration C. Algorithm Design D. Pattern Recognition.
18	If some of the instructions in an algorithm are executed based on some condition, the flow execution is called.	A. Algorithm B. Loop C. Selection D. Sequence
19	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
