

8th Computer Science Chapter 5 Test

Sr	Questions	Answers Choice
1	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
2	Focusing only on the important details, while ignoring irrelevant information is	A. Decomposition B. Abstraction C. Algorithm Design D. Pattern Recognition
3	It is important to learn also for the development of computer programs.	A. Algorithm B. Flowchart C. Computational thinking D. All of these
4	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
5	In Algorithm, we use repeat or repeat forever to represent.	A. Sequence B. Selection C. Loop D. All of these
6	What is the full form of CT.	A. Computer Technology B. Computational Thinking C. Computer Tomography D. None of these
7	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
8	----- tell us to take the right path based on some test.	A. Algorithm B. Condition C. Flowchart D. Pseudocode
9	Represents the processing instructions in a flowchart.	A. Oval B. Circle C. Rectangle D. Diamond
10	----- 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
11	Developing a step-by-step approach for solving a problem is.	A. Decomposition B. Abstraction C. Algorithm 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	Represents the input and output instructions in a flowchart.	A. Parallelogram B. Circle C. Diamond D. Rectangle
14	The decision box is represented by.	A. An oval B. A parallelogram C. A diamond D. Rectangle
15	Used to connect various sections of a flowchart.	A. Rectangle B. Oval C. Diamond D. Circle

16	The Start/Stop box is represented by;	A. An oval B. A parallelogram C. A rectangle D. A diamond
17	There can be only one start and..... stop symbol in a flowchart.	A. One B. Two C. Three D. Four
18	----- represents an algorithm in pictorial form	A. Flowchart B. Pseudocode C. Computational thinking D. None
19	----- is the placement of one object with in another object.	A. Hatliing B. Flowchart C. Nesting D. None of these