

8th Computer Science Chapter 5 Test

Sr	Questions	Answers Choice
1	----- tell us to take the right path based on some test.	A. Algorithm B. Condition C. Flowchart D. Pseudocode
2	It is important to learn also for the development of computer programs.	A. Algorithm B. Flowchart C. Computational thinking D. All of these
3	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
4	There can be only one start and stop symbol in a flowchart.	A. One B. Two C. Three D. Four
5	Focusing only on the important details, while ignoring irrelevant information is	A. Decomposition B. Abstraction C. Algorithm Design D. Pattern Recognition
6	Used to connect various sections of a flowchart.	A. Rectangle B. Oval C. Diamond D. Circle
7	----- is the placement of one object within another object.	A. Hatting B. Flowchart C. Nesting D. None of these
8	The Start/Stop box is represented by;	A. An oval B. A parallelogram C. A rectangle D. A diamond
9	Developing a step-by-step approach for solving a problem is.	A. Decomposition B. Abstraction C. Algorithm Design D. Pattern Recognition.
10	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
11	What is the full form of CT.	A. Computer Technology B. Computational Thinking C. Computer Tomography D. None of these
12	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
13	In Algorithm, we use repeat or repeat forever to represent.	A. Sequence B. Selection C. Loop D. All of these
14	Represents the input and output instructions in a flowchart.	A. Parallelogram B. Circle C. Diamond D. Rectangle
15	Represents the processing instructions in a flowchart.	A. Oval B. Circle C. Rectangle D. Diamond

16	----- 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
17	----- represents an algorithm in pictural form	A. Flowchart B. Pseudocode C. Computational thinking D. None
18	Sometimes we want to repeat an action again and again which is called.	A. Deletion B. Copying C. Solution D. Iteration
19	The decision box is represented by.	A. An oval B. A parallelogram C. A diamond D. Rectangle